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1.331 brotli 1.1.0-r2

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1.478 dagger 2.4

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1.479 tough-cookie/node_modules/universalify 0.2.0

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1.498 openexr-libiex 3.3.2-r0
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1.508 libsndfile 1.2.2-r2

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1.510 tdb-libs 1.4.12-r0

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1.512 libnettle6 3.10.1-r0

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1.513 es-object-atoms 1.1.1

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1.514 @hapi/cryptiles 5.1.0

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1.515 @hapi/b64 5.0.0

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1.533 common 8.3.1

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1.535 got/node_modules/http2-wrapper 1.0.3

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1.537 akamai-edgegrid/node_modules/uuid 9.0.0

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1.538 cacheable-request/node_modules/normalize-url 6.1.0

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1.540 google-auth-library-credentials 1.10.0
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1.543 docker-java-transport-httpclient 3.3.0
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1.946 shedlock-core 5.12.0

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1.954.1 Available under license
1.955 jackson-datatype-jsr310 2.19.2
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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
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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
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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.

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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
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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/
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

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 commons-math 2.2

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The BracketFinder (package org.apache.commons.math.optimization.univariate)
and PowellOptimizer (package org.apache.commons.math.optimization.general)
classes are based on the Python code in module "optimize.py" (version 0.5)
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1.3 bzip2 1.0.8

1.4 latencyutils 2.0.3

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1.5 zjsonpatch 0.3.0

1.6 objenesis 2.6

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1.7 generex 1.0.2

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<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"

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</licenses>
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 <developer>
  <id>mifmif</id>
  <name>MIFRAH Youssef</name>
  <email>mifmif.com@gmail.com</email>
 </developer>
 <developer>
  <id>mkolisnyk</id>
  <name>mkolisnyk</name>
  <email>kolesnik.nickolay@gmail.com</email>
 </developer>
</developers>

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</parent>

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  <address>mifmif.com@gmail.com</address>
  <type>mail</type>
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  <address>kolesnik.nickolay@gmail.com</address>
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  <artifactId>${project.artifactId}</artifactId>
  <version>${project.version}</version>
  <packaging>maven-plugin</packaging>
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   <exclude>junit/**/*</exclude>
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   <exclude>org/codehaus/**/*</exclude>
   <exclude>org/hamcrest/**/*</exclude>
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      <addExtensions>false</addExtensions>
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  <version>2.0</version>
 </plugin>
</plugins>
</build>
<dependencies>
 <dependency>
  <groupId>dk.brics.automaton</groupId>
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  <artifactId>automaton</artifactId>
  <version>1.11-8</version>
 </dependency>
 <dependency>
  <groupId>junit</groupId>
  <artifactId>junit</artifactId>
  <version>4.12</version>
  <scope>test</scope>
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  <groupId>org.hamcrest</groupId>
  <artifactId>hamcrest-junit</artifactId>
  <version>2.0.0.0</version>
  <scope>test</scope>
 </dependency>
</dependencies>
</project>
```

Found
in path(s):
* /generex-1-0-2-sources-1-jar/META-INF/maven/com.github.mifmif/generex/pom.xml
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*/
```

Found in path(s):
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/GenerexIterator.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Generex.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Node.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/util/Iterator.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Main.java
*

/generex-1-0-2-sources-1-jar/com/mifmif/common/regex/util/Iterable.java

1.8 jaxb-api 2.2.12

1.9 esprima 4.0.1

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1.10 bouncy-castle 1.64

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Thanks, may your castles never deflate!

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Alpesh Parmar <alps&#064linuxmail.org> - patch for class cast problem in PGPPublicKey.getSignatures().
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Steve Mitchell <mitchell&#064intertrust.com>
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Joel Rees <rees&#064ddcom.co.jp> - fix to correct getOID methods from returning same set on X.509 attribute certificates.
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Remi Blancher <Remi.Blancher&#064keynectis.com> - Contributions to TSP implementation. Initial implementation of RFC 3739 and ICAO ASN.1 classes.
Brian O'Rourke <brianorourke&#064gmail.com> - patch for signature creation time override in OpenPGP.
Andreas Schwier <andreas.schwier&#064cardcontact.de>
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David Josse <david.josse&#064transacttools.net> - Patch for trailer function in version 2 signature packets.
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Keyon AG, Martin Christinat, http://www.keyon.ch - fixing incorrect ASN.1 encoding of field elements in X9FieldElement class.
Olaf Keller, <olaf.keller.bc&#064bluewin.ch> - initial implementation
of the elliptic curves over binary fields F2m. Additional tests and modifications to elliptic curve support for both F2m and Fp. Performance improvements to F2m multiplication. Initial implementation of WNAF/WTNAF point multiplication. Improvement to k value generation in ECDSA.
Jörg Eichhorn <eichhorn&#064ponton-consulting.de> - patch to fix EOF read on SharedFileInputStream, support for F2m compression.
Karsten Ohme <widerstand&#064t-online.de> - initial check against for out of range data on non byte aligned RSA keys. Addition of equals/hashCode on ECCurve.Fp. Additional curve type support for Fp, contributions to F2m compression. F2m decoding for ECPointUtil. Infinity fix and prime192v2 fix for Fp. Extra

validation for RSA key creation. Fix to name typos for some OpenSSL key generators. RFC-1779 table, improved RFC 2253 compliance for X509Name. Additional constructor validation for X.509/ESS ASN.1 classes. Validation for Printable, IA5,
and Numeric Strings. Fix for RFC 5280 NameConstraint checking for RDNs.
Support for surrogate pairs in DERUTF8String, DER UTF8 test. Additional X.509 name attributes for ISIS-MTT, RFC 3039, addition of indirect CRL support, initial X509 LDAP CertStore implementation, CertificatePair class, and X509CertificatePair class. Contributions to X509Store/Parser infrastructure and design.
CertPath support for implicit DSA parameters and a range of NameConstraints. Addition of support for V1 attribute certificates and attribute certificate path validation. Initial classes for ASN.1 ISIS-MTT support. Enhancements for improving compliance with the NIST CertPath tests.
Carlos Lozano Ruiz <carlos&#064tradise.com> - patch for <ctrl><m> only handling in CRLFOutputStream.
John Alfred Prufrock <j.a.prufrock&#064gmail.com> - mods to GOST-3411 and MD2 to support ExtendedDigest.
Stefan Neusatz Guilhen <sneusatz&#064gmail.com> - initial version of
RoleSyntax, improvements to AttributeCertificateHolder and AttributeCertificateIssuer.
Marzio Lo Giudice <marzio.logiudice&#064gmail.com> - fix to endianess in KDF2BytesGenerator, additional KDF2 tests.
Georg Lippold <georg.lippold&#064gmx.de> - initial implementation of NaccacheStern cipher.
Chris Viles <chris_viles&#064yahoo.com> - fix to SignatureSubpacket critical bit setting.
Pasi Eronen <Pasi.Eronen&#064nokia.com> - extra toString() support for ASN.1 library. Initial patch for large OID components.
Lijun Liao <https://github.com/xipki> performance enhancements for SHA family of digests. Bug report and patch for blank line handling in ArmoredInputStream. Addition of getSignatureAlgorithmID to BasicOCSPResp. Reset fix for SM2 signatures, performance improvements for SHA-3. Clean up of CMP EncryptedValueBuilder, additional functionality on PollReqContent. Bug fix for endianness issue in cSHAKE left encode method.
Maria
Ivanova <maria.ivanova&#064gmail.com> - support for tags > 30 in ASN.1 parsing.
Armin Häberling <arminha&#064student.ethz.ch> - first cut of internationalisation, initial PKIX validation classes.
Marius Schilder <mschilder&#064google.com> - main set of test vectors for Bleichenbacher's forgery attack.
Xavier Le Vourch <xavier&#064brittanysoftware.com> - general code clean ups.
Erik Tews <e_tews&#064cdc.informatik.tu-darmstadt.de> - initial threaded random seed generator, constant-time PKCS#1.5 decoding
Thomas Dixon <reikomusha&#064gmail.com> - initial implementations of TEA/XTEA, Salsa20, ISAAC, and Noekeon. XTEA enhancements.
Frank Cornelis <info&#064frankcornelis.be>- addition of crlAccessMethod in X509ObjectIdentifiers.
Rui Joaquim <rjoaquim&#064cc.isel.ipl.pt> - initial implementation of RSA blinding for signatures.
David Stacey <DStacey&#064allantgroup.com>
- addition of trust packet checking on revocation signatures in PGPSecretKeyRing.
Martijn Brinkers <list&#064mitm.nl> - better exception handling in CMS enveloping, "just in time" modifications for CRL and Sequence evaluation.
Julius Davies <juliusdavies&#064gmail.com> - additional modes and algorithm support in PEMReader
Matthias <g&#064rtner.de> - GnuPG compatibility changes for PBEFileProcessor.

Olga Käthler <olga.kaethler&#064hjp-consulting.com> - initial implementation of TeleTrusT EC curves, additional ISO 9797 MACs, contributions to EAC OIDs, addition of EAC algorithms to CMS Signing.
Germano Rizzo <germano.rizzo&#064gmail.com> - initial implementation of CMac, EAX, HC-128, and HC-256, optimisations for Salsa20.
Núria Marí <numaa&#064hotmail.com> - patch for alternate data type recoginition in CMSSignedDataParser.
Janis Schuller <js&#064tzi.de>
- addition of NotationData packets for OpenPGP.
Michael Samblanet <mike&#064samblanet.com> - patches towards improved Sun/default provider support in CMS.
Mike StJohns <mstjohns&#064comcast.net> - patches for supporting empty subject in X.509 certificate generation, noneWithECDSA, updates to KeyPurposeId.
Ramon Keller <ramon.keller&#064gmx.ch> - patch to deal with null revocations return from other CRL in X509V2CRLGenerator.
Mark Nelson <mark&#064nbr.com> - correction to excluded DN in name constraints processing for PKIX processing.
Eugene Golushkov <eugene_gff&#064ukr.net> - mask fix to single byte read in TlsInputStream.
Julien Pasquier <julienpasquier&#064free.fr> - additional classes for supporting signature policy and signer certificates in the ASN.1 esf and ess libraries.
Peter Knopp <pknopp&#064mtg.de> - fix for named curve recognition in ECGOST key generation.
Jakub
Gwozdz <gwozdziu&#064rpg.pl> - addition of getTsa() to TimeStampTokenInfo.
Bartosz Malkowski <bmalkow&#064tigase.org> - initial implementation of VMPC cipher, VMPCRandomGenerator, VMPCMac.
Tal Yacobi <tal.yacobi&#064octavian-tech.com> - fix for issue in OpenPGP examples [#BJA-55].
Massimiliano Ziccardi <massimiliano.ziccardi&#064gmail.comt> - support for counter signature reading in CMS API, update for multiple counter signature attributes, JCA compliance patch for PEM parsing in CertificateFactory.
Andrey Pavlenko <andrey.a.pavlenko&#064gmail.com> - security manager patch for PKCS1Encoding property check.
J Ross Nicoll <jrn&#064jrn.me.uk> - improved exception handling for getInstance() in ASN.1 library.
Matthew Stevenson <mavricknz&#064yahoo.com> - patch to construtor for CRMF CertSequence.
Gabriele Contini <gcontini&#064hotpop.com> - identified a bug in ASN.1
library with handling of unterminated NDEF's.
Roelof Naude <roelof.naude&#064epiuse.com> - patch for TLS client to send empty client certs in response to HP_CERTIFICATE_REQUEST.
Patrick Peck <peck&#064signaturen.at> - identified problem with DERApplicationSpecific and high tag numbers in ASN.1 library.
Michael LeMay <lemaymd&#064lemaymd.com> - identified problem with EAX [#BJA-93].
Alex Dupre <ale&#064FreeBSD.org> - fix to use of Signature rather than SignatureSpi in provider [#BJA-90]. Addition of null provider use to SignedPublicKeyAndChallenge and PKCS10CertificationRequest [#BJA-102]
Michael Schoene <michael&#064sigrid-und-michael.de> - fix of improper handling of null in ExtendedPKIXParameters.setTrustedACIssuers(), check for V2 signingCertificate attribute in TimeStampResponse.validate().
Ion Larrañaga <ilarra&#064s21sec.com> fix to default partial packet generation in BCPGOutputStream.

Bob
Kerns <bob.kerns&#064positscience.com> fix to hashCode for X509CertificateObject.
Stefan Meyer <stefan.meyer&#064ewe.de> backport for PKIXCertPathValidotor and SMIMESignedMailReviewer.
Robert J. Moore <Robert.J.Moore&#064allanbank.com> speedups for OpenPGPCFB mode, clean room JCE patches.
Rui Hodai <rui&#064po.ntts.co.jp> speed ups for Camellia implementation, CamelliaLightEngine.
Emir Bucalovic <emir.bucalovic&#064mail.com> initial implementation of Grain-v1 and Grain-128.
Torbjorn Svensson <tobbe79&#064gmail.com> initial implementation of Grain-v1 and Grain-128.
Paul FitzPatrick <bouncycastle_pfitz&#064fitzpatrick.cc> error message fix to X509LDAPCertStoreSpi, comparison fix to BCStrictStyle.
Henrik Andersson <k.henrik.andersson&#064gmail.com> addition of UniqueIssuerID to certificate generation.
Cagdas Cirit <cagdascirit&#064gmail.com> subjectAlternativeName
fix for x509CertStoreSelector.
Harakiri <harakiri_23&#064yahoo.com> datahandler patch for attached parts in SMIME signatures.
Pedro Henriques <pmahenriques&#064gmail.com> explicit bounds checking for DESKeyGenerator, code simplification for OAEPEncoding.
Lothar Kimmeringer <job&#064kimmeringer.de> verbose mode for ASN1Dump, support for DERExternal, DNS performance fix for S/MIME API.
Richard Farr <rfarr.se&#064gmail.com> initial SRP-6a implementation.
Thomas Castiglione <castiglione&#064au.ibm.com> patch to encoding for CRMF OptionalValidity.
Elisabetta Romani <eromani&#064sogei.it> patch for recognising multiple counter signatures.
Robin Lundgren <r737lundgren&#064gmail.com> CMPCertificate constructor from X509CertificateStructure fix.
Petr Kadlec <mormegil&#064centrum.cz> fix to sign extension key and IV problem in HC-128, HC-256.
Andreas
Antener <antener_a&#064gmx.ch> fix to buffer reset in AsymmetricBufferedBlockCipher.
Harendra Rawat <hsrawat&#064yahoo.com> fix for BERConstructedOctetString.
Rolf Lindemann <lindemann&#064trustcenter.de> patch for PKCS12 key store to support more flexible attribute specifications [#BMA-42].
Alex Artamonov <alexart.home&#064gmail.com> name look up patch for GOST-2001 parameters.
Mike Lyons <mlyons&#064layer7tech.com> work arounds for EC JDK bug 6738532 and JSSE EC naming conventions.
Chris Cole <chris_h_cole&#064yahoo.com> identified a problem handling null passwords when loading a BKS keystore.
Tomas Krivanek <tom&#064atack.cz> added checking of Sender header to SignedMailValidator.
Michael <emfau&#064t-online.de> correction of field error in getResponse method in CertRepMessage.
Trevor Perrin <trevor&#064cryptography.com> addition of constant time equals to avoid
possible timing attacks.
Markus Kilås <markus&#064primekey.se> several enhancements to TimeStampResponseGenerator.
Dario Novakovic <darionis&#064yahoo.com> fix for NPE when checking revocation reason on CRL without extensions.
Michael Smith <msmith&#064cbnco.com> bug fixes and enhancements to the CMP and CRMF classes, initial Master List classes.

Andrea Zilio <andrea.zilio&#064gmail.com> fix for PEM password encryption of private keys.
Alex Birkett <alex&#064birkett.co.uk> added support for EC cipher suites in TLS client (RFC 4492) [#BJA-291].
Wayne Grant <waynedgrant&#064gmail.com> additional OIDs for PCKS10 and certificate generation support.
Frank Cornelis <info&#064frankcornelis.be> additional support classes for CAdES, enhancements to OCSP classes.
Jan Dittberner <jan&#064dittberner.info> addHeader patch for SMIME generator.
Bob McGowan <boab.mcgoo&#064btinternet.com>
patch to support different object and mgf digests in PSS signing.
Ivo Matheis <i.matheis&#064seeburger.de> fix to padding verification in ISO-9796-1.
Marco Sandrini <nessche&#064gmail.com> patch to add IV to ISO9797Alg3Mac.
Alf Malf <alfilmalf&#064hotmail.com> removal of unnecessary limit in CMSContentInfoParser.
Alfonso Massa <alfonso.massa&#064insiel.it> contributions to CMS time stamp classes.
Giacomo Boccardo <gboccardo&#064unimaticaspa.it> initial work on CMSTimeStampedDataParser.
Arnis Tartu <arnis&#064ut.ee> patches for dealing with OIDs with specific key sizes associated in CMS.
Janusz Sikociski <J.Sikocinski&#064gdzie.pl> addition of Features subpacket support to OpenPGP API.
Juri Hudolejev <jhudolejev&#064gmail.com> JavaDoc fix to CMSSignedDataParser.
Liane Velten <liane.velten&#064hjp-consulting.com> fine tuning
of code for DHParameters validation.
Shawn Willden <swillden&#064google.com> additional functionality to PGPKeyRing.
Atanas Krachev <akrachev&#064gmail.com> added support for revocation signatures in OpenPGP.
Mickael Laiking <mickael.laiking&#064keynectis.com> initial cut of EAC classes.
Tim Buktu <tbuktu&#064hotmail.com> Initial implementation of NTRU signing and encryption.
Bernd <rbernd&#064gmail.com> Fix for open of PGP literal data stream with UTF-8 naming.
Steing Inge Morisbak <stein.inge.morisbak&#064BEKK.no> Test code for lower case Hex data in PEM headers.
Andreas Schmid <andreas.schmid&#064tngtech.com> Additional expiry time check in PGPPublicKeys.
Phil Steitz <phil.steitz&#064gmail.com> Final patch eliminating JCE dependencies in the OpenPGP BC classes.
Ignat Korchagin <ignat.korchagin&#064gmail.com> Initial implementation of DSTU-4145-2002,
long hash fix for DSTU-4145-2002.
Petar Petrov <p.petrov&#064bers-soft.com> Testing and debugging of UTF-8 OpenPGP passwords.
Daniel Fitzpatrick <daniel.f.nwr&#064gmail.com> Initial implementation of ephemeral key support for IES, initial implementions of RSA-KEM and ECIES-KEM, initial implementation of homogeneous projective coordinates for EC.
Andy Neilson <Andy.Neilson&#064quest.com>a further patches to deal with multiple providers and PEMReader.
Ted Shaw <xiao.xj&#064gmail.com> patch to MiscPEMGenerator for handling new PKCS10CeriticationRequests.
Eleriseth <Eleriseth&#064WPECGLtYbVi8Rl6Y7Vzl2Lvd2EUVW99v3yNV3IWROG8.fms> speed up for SIC/CTR mode. Provider compatibilty generalisations for EC operations.
Kenny Root <kenny&#064the-b.org> patch for issuerAltName, subjectAltName support in X509CertificateObject, BaseBlockCipher.getIV() patch for AEAD.

Maarten Bodewes <maarten.bodewes&#064gmail.com>
initial implementation of HKDF and NIST SP 800-108 MAC based KDF functions.
Philip Clay <pilf_b&#064gyahoo.com> Initial implementation of J-PAKE.
Brian Carlstrom <bdc&#064carlstrom.com> compliance patches for some JCA/JCE keystore and cipher classes, miscellaneous code quality improvements, intial provider PBKDF2WithHmacSHA1 SecretKeyFactory.
Samuel Lidén Borell <samuel&#064primekey.se> patch to add DSTU-4145 to DefaultSignatureAlgorithmFinder
Sergio Demian Lerner <sergiolerner&#064certimix.com> pointing out isInfinity issue in ECDSASigner signature verification.
Tim Whittington <Tim.Whittington&#064orionhealth.com> patch to remove extra init call in CMac, additional of Memoable interface for Digest classes, initial implementation of GMAC, further correctness tests for IV and reset processing in OCB, CCM, and block cipher reset. Initial implementation of Skein, XSalsa20, ChaCha, reduced
round Salsa20, Threefish, and the Poly1305 MAC. Documentation updates. Added OCB support to Noekeon and CAST6 in the provider, exception testing for CTS, optimisations for CCM, provider support for AAD cipher methods, safe CipherInput/OutputStream implementations for use with AAD and subsequent bug fixes, cleanup after IDEA patent expiry, work on JCE SipHash support, optimisations for AESFastEngine, further work on EncodableDigest for SHA-2 digests, contributions to BCrypt/OpenBSDBCrypt, PGP API documentation and code quality work.
Marcus Lundblad <marcus.lundblad&#064primekey.se> patch for working arnound JDK jarsigner TSP bug, optional setting of IssuerSerial in TimeStampTokenGenerator, additional extensions enhancement for time stamp token generation.
Andrey Zhozhin <zhozhin&#064xrm.ru> patch for override of TSP SignerInfo attributes.
Sergey Tiunov <t5555d&#064gmail.com> initial cut of DVCS classes.
Damian Kolasa <fatfredyy&#064gmail.com>
ASN1Sequence patch for class cast issue in X9Curve.
Ash Hughes <ashley.hughes&#064blueyonder.co.uk> patches for supporting PGPSecretKeyRing/PGPSecretKeys encodings with empty private keys, initial code for PGPSignatureSubpacketVector.getEmbeddedSignatures().
Daniel Hirscher <dev&#064daniel-hirscher.de> patch to support parsing of explicit EC parameters in PEM files.
Daniele Ricci <daniele.athome&#064gmail.com> initial implementation of EC keys for OpenpPGP and RFC6637 support.
Matti Aarnio <matti.aarnio&#064methics.fi> tweaks to any build to remove dependence on shell scripts. Initial SM3 digest implementation, some EC related code cleanups, JavaDoc improvements for ASN.1 classes, addition of NONEwithRSA to lightweight RSADigestSigner.
Babak Najafi <bnajafi&#064akamai.com> fixes to OpenPGP NotationData to prevent truncation problems.
Eric Müller <eric.mueller&#064sage.de> additional
standard algorithm name lookups in JcaPEMKeyConverter.
Mathias Herberts <Mathias.Herberts&#064gmail.com> fix to inOff usage in RFC3394WrapEngine.
Daniil Ivanov <daniil.ivanov&#064gmail.com> addition of provider support for GOST HMAC SecretKeyFactory.
Daniele Grasso <daniele.grasso86&#064gmail.com> contributions to final Key calculation code for SRP6.
Andrey Utkin <cindrhc&#064gmail.com> patch to reconstruction of ECGOST keys from PrivateKeyInfo objects in provider classes.

Arnis Tartu <arnis&#064ut.ee> checker for generated key vs OID in JceCMSContentEncryptorBuilder.
AxelVDB <axel-vdb&#064riseup.net> initial implementation of Shacal2.
Roberto Tyley <> further work on completing gradle build.
Waldemar Dick <wdick&#064devmue.de> code improvement in x500 ASN.1 package.
Sid Steward <sid.steward&#064pdflabs.com> code improvements to ASN1Boolean.
Alex
Klyubin <klyubin&#064google.com> AlgorithmParameters check for EC key agreement.
Jonathan Gillett <gsoc.student&#064gmail.com> Initial support for block cipher IVs in IESEngine, IES MAC length check bug fix.
Andreas Reiter <andreas.reiter&#064iaik.tugraz.at> Reported incomplete status of CertificateVerify processing in (D)TLS server, and provided fix.
Kieran Miller <kieran.miller&#064gmail.com> initial implementation for RFC 5649 key wrap with padding.
Oliver Ehli<ehli&#064arago.de> Additional support for BSI plain ECDSA in the provider.
Daniel Heldt<Daniel.Heldt&#064cryptovision.com> Initial support for encodable state message digests
Robert Bushman <bouncycastle&#064traxel.com> Clean up of DirectKeySignature example.
Maurice Aarts<aarts&#064riscure.com> updated to KDF generator to follow NIST SP 800-108.
Franziskus Kiefer<https://github.com/franziskuskiefer>
initial implementation of Cramer-Shoup.
KB Sriram<mail_kb&#064yahoo.com> testing for odd encodings for PGP User Attribute Subpackets.
Marco Schulze<marco&#064nightlabs.de> Reported verification bug in GenericSigner.
Martin Schaef<https://github.com/martinschaef> contributed a code-cleanup patch.
dstutz<https://github.com/dstutz> added iteration count setters to PKCS#12 PBE mac/key generator builders.
Tobias Wich<tobias.wich&#064ecsec.de> Provided patch for TLS to work around servers sending Supported Elliptic Curves extension unexpectedly.
Hauke Mehrtens<hauke&#064hauke-m.de> TLS patch to add ECDHE_ECDSA CCM ciphersuites from RFC 7251.
Daniel Zimmerman<dmz&#064galois.com> Further key quality improvements to RSAKeyPairGenerator.
Jens Kapitza&ltj.kapitza&#064schwarze-allianz.de> Iterable support in OpenPGP API, code cleanup in OpenPGP API.
Johan Eklund<johan&#064primekey.se>
update to RFC 6960 for OCSPObjectIdentifiers.
nikosn<https://github.com/nikosn> Fix to encoding of EC private keys to ensure encoding matches order length.
Axel von dem Bruch <axel-vdb&#064riseup.net> Contributions to BCrypt/OpenBSDBCrypt, original version of Blake2bDigest.
Derek Atkins <derek&#064ihtfp.com> Documentation fixes to X9ObjectIdentifiers.
Peter Jr Halicky <peto&#064halicky.sk> Correction to notification/error message handling in SignedMailValidator.
lartiguePierre<https://github.com/lartiguePierre> Fix for counter signature SID in CMSSignedData.
Thomas Belot<thomas.belot+BC&#064gmail.com> initial CertPathLoopTest for demonstrating stack overflow issue.
Rich DiCroce<https://github.com/rdicroce> Initial implementation of server-side TLS-SRP support. TLS

API extension to support non-blocking usage.
Björn Kautler<https://github.com/Vampire>
Refinements to cert path validation (authority key addition, certificate order preservation).
Dominik Schürmann<https://github.com/dschuermann> method for returning signatures/verifications without user IDs on PGPPublicKey, method for exposing S2K in PGPSecretKey, constants for GNU protection modes in S2K classes, optional version header for armored output.
Michael <MSKnete&#064web.de> initial fix for bitStrength issue for OpenPGP EC keys, correction for generic type on RecipientInformationStore.
Tobias Wagner <tobias.wagner&#064n-design.de> Fix SecureRandom handling in BcAsymmetricKeyWrapper [#BJA-536].
Sergio Giro <sgiro&#064google.com> Fixed adding of additional stores from CRL distribution point [#BJA-537]. Fixed missing null check for CRL certificate issuer [#BJA-538], removal of risky zeroisation code in PBE.java, check for salt in PBEKeys that require it.
bschuette<https://github.com/bschuette>
Fixed typo in DefaultSignatureAlgorithmIdentifierFinder, additional methods on CMSSignedDataParser.
Leonard Dallot<https://github.com/dallotTazTag> Fix to S2K usage of none on changing passwords on keys without passwords originally.
Jan Willem Janssen <j.w.janssen+bouncycastle&#064lxtreme.nl> Support for DSAParameters in lightweight SubjectPublicKeyInfoFactory, initial object signer verifier for BC lightweight EC.
Sebastian Oerding <sebastian.oerding@robotron.de> Fixes to toString() in x509.CertificatePolicies.
Kai Kramer <kai.kramer&#064gmail.com> Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.
Benoit Charles <benoit.charles&#064opentrust.com> Fix for IES data length check on decryption.
Niko <nfink95&#064gmail.com> fix to cast issue in getOutputSize() for ECIES.
akwizgran<https://github.com/akwizgran> Fixed clone of key in Blake2bDgest copy constructor, blake2b reset issue for varient keys.
Matthias Edelhoff <Matthias.Edelhoff&#064cryptovision.com> BasicConstraintsValidation pathlen fix in PKIX certpath classes.
Lukasz Deputat <lukasz.deputat&#064gmail.com> Fixed bugs in TlsUtils read methods [#BJA-592].
Justin Ludwig <https://github.com/justinludwig> Iterator fix for PGPObjectFactory to handle stream packets at start of iterated data.
André Berenguel <https://github.com/aberenguel> Fix to include ECNamedCurveSpec in EC AlgorithmParameterSpi
Slawomir Jaranowski<https://github.com/slawekjaranowski> Patch to make cipher/hash/signature name methods in PGP internal API public.
Andrey Vasilyev<https://github.com/andrey-vasilyev> Initial implementation of GOST R 34.11-2012.
William Glanton <wglanton77&#064gmail.com> Fixed bug in Poly1305 [#BJA-620].
jdvorak001<https://github.com/jdvorak001> Speed improvements for ASN.1 ObjectIdentifier cache.
Joseph Naegele <jnaegele&#064grierforensics.com> Patch for handling multiple certificates in a DANE SMIMEA entry.
Andrew Bonventre<https://github.com/andybons> NullPointer patch for WNafUtil.
The Google Security Team (Project Wycheproof) <https://github.com/google/wycheproof> defect analysis and additional test cases for the provider.
Gorka Irazoqui <girazoki&#064wpi.edu> from Intel Security Center of Excellence <https://security-center.intel.com/> detection of the issue with AESFastEngine (CVE-2016-1000339), additional suggestions for improvement to hardening of AESEngine and finding cache sensitivities in EC key generation/signing.

Joerg Senekowitsch <joerg.senekowitsch&#064veridos.com> patch to deal with hard coded boolean in EAC ECDSAPublicKey.
Alexandr Krivoshta <wipe&#064ya.ru> N4 calculation fix to GOFB mode.
Artem Storozhuk <storojs72&#064gmail.com>
N4 calculation fix to GOFB mode.
Na Yu <na.yu&#064samsung.com> Constructor patches to CMC PKIData.
Evangelos Karatsiolis <ekaratsiolis&#064mtg.de> Corrected use of explicit tagging in X.509 PolicyConstraints class.
VivleSoren <https://github.com/VivleSoren> additional constructor for McElieceCCA2PrivateKeyParameters.
mtausig <https://github.com/mtausig> JavaDoc fix for MCSEncryptedDataGenerator.
Anders Schack-Mulligen <https://github.com/aschackmull> code cleanups for CMSSignedDataParser, BrokenKDF2BytesGenerator.
Sebastian Wolfgang Roland <sebastianwolfgang.roland&#064stud.tu-darmstadt.de> Initial XMSS/XMSS-MT implementation.
didisoft <https://github.com/didisoft> test code for PGP signature removal involving user ids.
Mike Safonov<https://github.com/MikeSafonov> initial implementation of GOST3410-2012 for light weight provider and JCA, parameters patches
for ECGOST keys, initial implementation of GOST3412-2015, addition of fromExtensions() for CRLDistPoint.
Artem Storozhuk <storojs72&#064gmail.com> initial implementation of DSTU7564 (digest) and DSTU7624 (cipher) and their associated modes.
Andreas Glaser <andreas.glaser&#064gi-de.com> patch to recognise ANSSI curves for PKCS#10 requests.
codeborne <https://github.com/cbxp> patch to correct OIDs used in public key digest parameters for ECGOST-2012.
FauxFaux <https://github.com/FauxFaux> patch for JDK 1.9 update to DRBG.java.
4garbage <https://github.com/4garbage> patch to allow GOST3410-94 private keys encoded as integers.
ekszz <https://github.com/ekszz> corrections to SM2 signer to include default identity value.
jminer <https://github.com/jminer> fix to Blake2b for hashes in range of 2**64-127 to 2**64.
str4d <https://github.com/str4d> initial implementation of
Blake2s
Scott Woodward <scott&#064bit3consulting.com> performance fixes for CTRSP800DRBG.
David Strawn <https://github.com/isomarcte> fix for off by one error in SCRYPT bounds checking.
chris mccown <0xchrismccown&#064gmail.com> identification of serialisation issue with XMSS/XMSSMT private keys (see also CVE-2018-1000613).
ZZMarquis <https://github.com/ZZMarquis> offset patches for SM2 encryption and decryption, improvement to Array constant time comparison.
Andreas Kretschmer <https://github.com/Akretsch> NPE fix for CertTemplate.getVersion()
Armin Lunkeit, Michael Tautenhahn <> identification of M-R test issue on higher certainty values in RSA key pair generation.
Vincent Breitmoser <https://github.com/Valodim> fix to ignore unnecessary checksum calculator on PGP secret key encryption.
Adam Vartanian <https://github.com/flooey> use of ShortBuffer exception and buffer
size pre-check in Cipher.doFinal().
Bernd <https://github.com/ecki> Fix to make PGPUtil.pipeFileContents use buffer and not leak file handle.

Shartung <https://github.com/shartung> Additional EC Key Agreement algorithms in support of German BSI TR-03111.
Paul Schaub <https://github.com/vanitasvitae> bringing PGPSecretKey.getUserIds() into line with PGPPublicKey.getUserIds(). Exception message fix in BcPublicKeyDataDecryptorFactory. Additional tests on PGP key ring generation.
Nick of Nexxar <https://github.com/nros> update to OpenPGP package to handle a broader range of EC curves.
catbref <https://github.com/catbref> sample implementation of RFC 7748/Ed25519 (incorporated work from github users Valodim and str4d as well).
gerlion <https://github.com/gerlion> detection of concurrency issue with pre-1.60 EC math library.
fgrieu <fgrieu&#064gmail.com> identification and suggested fixes
for possible timing vulnerability in OAEPEncoding and RSACoreEngine.
MTG <https://github.com/mtgag> patch for decoding issues in PKIPublicationInfo and CertifiedKeyPair.
Andreas Gadermaier <up.gadermaier&#064gmail.com> initial version of Argon2 PBKDF algorithm.
Tony Washer <tony.washer@yahoo.co.uk> review of qTesla, Java 1.9 module code, additional test code and debugging for GOST, DSTU, and ECNR algorithms. Initial lightweight implementation of the ZUC ciphers and macs.
Vincent Bouckaert <https://github.com/veebee> initial version of RFC 4998 ASN.1 classes.
Tony Washer <https://github.com/tonywasher> ECIESKeyEncapsulation fix for use of OldCofactor mode. Submitted ChaCha20Poly1305 prototype.
Aurimas Liutikas <https://github.com/liutikas> JavaDoc patches to ReasonsMask.
Gabriel Sroka <https://github.com/gabrielsroka> corrected comments in RSA validation.
sarah-mdv <https://github.com/sarah-mdv>
improvements to JceKeyTransRecipientInfoGenerator, tests for JournalingSecureRandom, initial implementation of JournaledAlgorithm.
Jesse Feinman <https://github.com/jessefeinman> performance optimisation in RSAKeyParameters.
Gilis95 <https://github.com/Gilis95> improved JSSE compatibility for setEnabledCipherSuites.
Haemin Yoo <https://github.com/yoohaemin> Javadoc fixes.
Antoine Toulme <https://github.com/atoulme> Initial implementation of EthereumIESEngine.
Golden Looly <https://github.com/looly> Patch for addition of C1C3C2 mode to SM2Engine.
Moses Palmér, TrueSec <Henrik.Palmer&#064truesec.se> Additional improvements to constant time comparisons.
René Korthaus<https://github.com/securitykernel> Update to XMSS/XMSS^MT OID values to bring them in line with RFC 8391.
THausherr<https://github.com/THausherr> Addition generic
support for CMS/TSP functions.
Gaylor Bosson<https://github.com/Gilthoniel> Initial implementation of Blake2xs.
gaellalire<https://github.com/gaellalire> Patch for unprotected PGP private keys as SExpr.
im-scooter<https://github.com/im-scooter> Patch for case-insensitive behaviour of Param-Z.
Nick hitchan<https://github.com/hitchan> Fix for typo in engineInitSign() in EdEc SignatureSpi.
dbusche<https://github.com/dbusche> Argon2 optimisations.
Daniel Heldt<https://github.com/dheldt> Fixing encodings in unicode tests to allow a wider range of Java compilers to work. Tweak to inheritance in JceKeyAgreeRecipient.
Ugochukwu Mmaduekwe<https://github.com/Xor-el> Fix for initially bugged legacy Integers.numberOfLeadingZeros method.
Gsealy <https://github.com/Gsealy> addition of PBKDF2withHmacSM3 to the provider.
aphuang2013 <https://github.com/aphuang2013>

update to path validation in EST service for ClearPath EST.
Kevin Herron <https://github.com/kevinherron> Initial ChaCha20Poly1305 prototype.
vkreml <https://github.com/svkreml> GOST compliance change for DefaultCMSSignatureEncryptionAlgorithmFinder.
Tobias Ospelt >tobias&#064pentagrid.ch< Identification of 1.63 regression in ASN.1 parsing.

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</html>

1.11 xmlbuilder 11.0.1

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* /event-stream-1-0-1-sources-jar/META-INF/maven/com.github.malkomich/event-stream/pom.xml

1.13 plexus-interpolation 1.26

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1.14 plexus-component-annotations 2.1.0

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1.16 grpc-context 1.27.2

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1.17 byte-buddy 1.9.4

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Found in path(s):
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/MethodCall.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/HasSuperTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/build/Plugin.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/DeclaringAnnotationMatcher.java
*

/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/assign/primitive/VoidAwareAssigner.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/attribute/FieldAttributeAppender.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/MethodStrictness.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/subclass/ConstructorStrategy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/SubTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/type/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/auxiliary/AuxiliaryType.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/field/FieldList.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/ClassFileLocator.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/Empty.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/MethodNameTransformer.java
*
/byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/SynchronizationState.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/NullMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/MethodRebaseResolver.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/visitor/LineNumberPrependingMethodVisitor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/visitor/ExceptionTableSensitiveMethodVisitor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/ByteCodeAppender.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/MethodAccessorFactory.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/LongConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/TypeResolutionStrategy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/annotation/AnnotationValue.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/build/package-info.java
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/byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/SyntheticState.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/visitor/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/loading/ClassLoadingStrategy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/ToStringMethod.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/InvocationHandlerAdapter.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/CollectionErasureMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/MethodDelegationBinder.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/attribute/MethodAttributeAppender.java
* /byte-buddy-1-9-4-sources-
jar/net/bytebuddy/implementation/bytecode/assign/primitive/PrimitiveBoxingDelegate.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/ExceptionMethod.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/loading/ClassInjector.java
*
/byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/MethodParameterTypesMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/ParameterManifestation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/MethodManifestation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/SuperTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/SuperMethod.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/InstrumentedType.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/Implementation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/CollectionSizeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/type/TypeDefinition.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/TypeInitializer.java

* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/InliningImplementationMatcher.java
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 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/BindingPriority.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/DefaultMethod.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/loading/ClassReloadingStrategy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/Visibility.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/loading/InjectionClassLoader.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/ClassWriterStrategy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/Pipe.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/Removal.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/member/HandleInvocation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/build/BuildLogger.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/ModifierMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/TypeVariableSource.java
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 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/StackSize.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/enumeration/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/annotation/AnnotationList.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/member/MethodInvocation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/build/HashCodeAndEqualsPlugin.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/RebaseDynamicTypeBuilder.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/asm/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/subclass/SubclassImplementationTarget.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/asm/MemberSubstitution.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/method/MethodDescription.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/auxiliary/TrivialType.java
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 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/InheritedAnnotationMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/build/ToStringPlugin.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/FieldRegistry.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/NamedElement.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/SuperCall.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/NamingStrategy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/auxiliary/PrivilegedMemberLookupAction.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/AccessibilityMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/agent/builder/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/StreamDrainer.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/FixedValue.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/LatentMatcher.java
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 /byte-buddy-1-9-4-sources-
jar/net/bytebuddy/implementation/bytecode/assign/primitive/PrimitiveTypeAwareAssigner.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/NegatingMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/asm/TypeReferenceAdjustment.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/type/PackageDescription.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/loading/NoOpClassFileTransformer.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/HashCodeMethod.java

* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/NexusAccessor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/field/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/SignatureTokenMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/subclass/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/ParameterLengthResolver.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/assign/InstanceCheck.java
*
 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/pool/TypePool.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/loading/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/JavaConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/BooleanMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/DeclaredByType.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/MethodExceptionTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/agent/builder/AgentBuilder.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/ModifierContributor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/JavaType.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/CompoundList.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/assign/primitive/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/VisibilityMatcher.java
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 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/PrimitiveTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/assign/reference/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/DynamicType.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/RuntimeType.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/privilege/SetAccessibleAction.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/attribute/TypeAttributeAppender.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/RedefinitionDynamicTypeBuilder.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/loading/MultipleParentClassLoader.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/ByteCodeElement.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/visitor/StackAwareMethodVisitor.java
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 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/subclass/SubclassDynamicTypeBuilder.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/ArgumentTypeResolver.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/method/MethodList.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/member/FieldAccess.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/LoadedTypeInitializer.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/MethodNameEqualityResolver.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/TypeCache.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/DefinedShapeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/ElementMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/asm/TypeConstantAdjustment.java
*
 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/TypeValidation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/ArrayTypeMatcher.java
* /byte-buddy-1-9-4-sources-

jar/net/bytebuddy/implementation/bytecode/assign/primitive/PrimitiveUnboxingDelegate.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/asm/Advice.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/loading/ByteArrayClassLoader.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/member/MethodVariableAccess.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/build/CachedReturnPlugin.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/NameMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/Default.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/StringMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/Ownership.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/collection/CollectionFactory.java
*
/byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/method/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/collection/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/MethodSortMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/MethodGraph.java
* /byte-buddy-1-9-4-sources-
jar/net/bytebuddy/implementation/bind/annotation/TargetMethodAnnotationDrivenBinder.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/agent/builder/LambdaFactory.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/Morph.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/loading/PackageDefinitionStrategy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/Super.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/TargetType.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/asm/ModifierAdjustment.java
*
/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/EqualsMethod.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/auxiliary/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/MethodDelegation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/RebaseImplementationTarget.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/TypeSortMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/Origin.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/attribute/AnnotationRetention.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/IntegerConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/annotation/AnnotationDescription.java
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/byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/FailSafeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/DecoratingDynamicTypeBuilder.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/AbstractInliningDynamicTypeBuilder.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/type/TypeDescription.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/MethodParametersMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/FieldConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/ErasureMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/Addition.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/asm/MemberRemoval.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/auxiliary/TypeProxy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/AllArguments.java

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/byte-buddy-1-9-4-sources-jar/net/bytebuddy/agent/builder/ResettableClassFileTransformer.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/ByteBuddy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/JavaModule.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/CollectionElementMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/build/EntryPoint.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/TextConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/Multiplication.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/EnumerationState.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/DescriptorMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/FieldTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/method/ParameterList.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/TypeCreation.java
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/byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/DeclaringTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/JavaConstantValue.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/attribute/AnnotationAppender.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/FilterableList.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/attribute/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/type/TypeVariableToken.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/StubMethod.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/NullConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/MethodOverrideMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/Throw.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/annotation/package-info.java
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/byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/TypeWriter.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/MethodRegistry.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/DefaultValue.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/MethodParameterTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/RandomString.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/ClassFileVersion.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/package-info.java
* /byte-buddy-1-9-4-sources-
jar/net/bytebuddy/implementation/bytecode/assign/primitive/PrimitiveWideningDelegate.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/StackManipulation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/FieldLocator.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/DeclaringTypeResolver.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/collection/ArrayFactory.java
*
/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/collection/ArrayAccess.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/EqualityMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/ClassLoaderHierarchyMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/attribute/AnnotationValueFilter.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/pool/package-info.java
* /byte-buddy-1-9-4-sources-
jar/net/bytebuddy/implementation/bytecode/assign/reference/ReferenceTypeAwareAssigner.java

* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/DeclaringMethodMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/FieldProxy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/This.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/MethodArguments.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/MethodReturnTypeMatcher.java
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 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/SerializedConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/FieldAccessor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/CollectionOneToOneMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/InvokeDynamic.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/member/MethodReturn.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/MethodConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/ModifierReviewable.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/type/TypeList.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/member/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/enumeration/EnumerationDescription.java
*
 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/auxiliary/MethodCallProxy.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/FieldManifestation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/AnnotationTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/Argument.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/SuperMethodCall.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/DefaultMethodCall.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/method/ParameterDescription.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/Duplication.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/ClassLoaderParentMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/asm/AsmVisitorWrapper.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/visitor/MetadataAwareClassVisitor.java
*
 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/assign/Assigner.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/assign/TypeCasting.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/OpenedClassReader.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/InstanceTypeMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/ProvisioningState.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/ElementMatchers.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/StubValue.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/TypeManifestation.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/DefaultCall.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/IgnoreForBinding.java
*
 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/FieldValue.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/annotation/AnnotationSource.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/IsNamedMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/DoubleConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/DeclaringFieldMatcher.java

* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/privilege/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/Transformer.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/ClassConstant.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/assign/package-info.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/Nexus.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/field/FieldDescription.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/constant/FloatConstant.java
*
/byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/CachingMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/privilege/GetSystemPropertyAction.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/CollectionItemMatcher.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/FieldPersistence.java
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* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Constants.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ByteVector.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Edge.java
*
 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Frame.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/signature/SignatureReader.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/MethodTooLargeException.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/TypeReference.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/signature/SignatureVisitor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Type.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ModuleWriter.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/CurrentFrame.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Opcodes.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/MethodVisitor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ClassWriter.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ModuleVisitor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/AnnotationVisitor.java
*
 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ClassVisitor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/MethodWriter.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/FieldVisitor.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Attribute.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/SymbolTable.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/FieldWriter.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ConstantDynamic.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ClassReader.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/AnnotationWriter.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ClassTooLargeException.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/TypePath.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Handler.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Context.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Label.java
*
 /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Symbol.java
* /byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Handle.java

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1.18 reactor-extra 3.3.3.RELEASE

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* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoAverageBigDecimal.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/extra/processor/WorkQueueProcessor.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoSumBigInteger.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/extra/processor/TopicProcessor.java
*
/reactor-extra-3-3-3-release-sources-jar/reactor/extra/processor/EventLoopProcessor.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoSumBigDecimal.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/extra/processor/WaitStrategy.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoAverageBigInteger.java
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* /reactor-extra-3-3-3-release-sources-jar/reactor/scheduler/clock/SchedulerClock.java
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* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoMinMax.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Function3.java
*
 /reactor-extra-3-3-3-release-sources-jar/reactor/scheduler/forkjoin/ForkJoinPoolScheduler.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Predicate7.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoSumFloat.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Function8.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Predicate4.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Predicate3.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Function5.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/cache/CacheFlux.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Consumer4.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoSumDouble.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Predicate5.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Consumer7.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoAverageDouble.java
*
 /reactor-extra-3-3-3-release-sources-jar/reactor/function/Predicate8.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/swing/SwingScheduler.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/cache/CacheMono.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Function4.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Consumer6.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Function7.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoAverageFloat.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoSumLong.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/swing/SwtScheduler.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoFromFluxOperator.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Consumer3.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Predicate6.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MonoSumInt.java
*
 /reactor-extra-3-3-3-release-sources-jar/reactor/math/MathSubscriber.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Consumer8.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/function/Function6.java
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* /reactor-extra-3-3-3-release-sources-jar/reactor/retry/BackoffDelay.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/retry/RepeatContext.java
*
 /reactor-extra-3-3-3-release-sources-jar/reactor/retry/Backoff.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/retry/IterationContext.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/retry/DefaultRepeat.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/retry/RetryExhaustedException.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/math/MathFlux.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/retry/Repeat.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/retry/Jitter.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/retry/DefaultRetry.java
* /reactor-extra-3-3-3-release-sources-jar/reactor/retry/RetryContext.java
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1.19 model-mapper 2.3.8

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1.20 httpcomponents-client 4.5.13

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*
 /okhttp-3-12-12-sources-1-jar/okhttp3/internal/tls/CertificateChainCleaner.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/connection/ConnectInterceptor.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/connection/RealConnection.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/tls/OkHostnameVerifier.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Connection.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/ConnectionPool.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/platform/OptionalMethod.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/cache/CacheInterceptor.java
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* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/connection/StreamAllocation.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/cache/FaultHidingSink.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Authenticator.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/CookieJar.java
*
 /okhttp-3-12-12-sources-1-jar/okhttp3/internal/connection/ConnectionSpecSelector.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/connection/RouteException.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/io/FileSystem.java
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* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/HttpCodec.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/HttpHeaders.java
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* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/publicsuffix/PublicSuffixDatabase.java
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* /okhttp-3-12-12-sources-1-jar/okhttp3/Interceptor.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/ConnectionSpec.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/ws/WebSocketReader.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/CertificatePinner.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/ws/WebSocketWriter.java
*
 /okhttp-3-12-12-sources-1-jar/okhttp3/internal/ws/WebSocketProtocol.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Callback.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Call.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Protocol.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Credentials.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/FormBody.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Challenge.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/ResponseBody.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http2/Header.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/RealResponseBody.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/TlsVersion.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/cache/CacheRequest.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http2/PushObserver.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/RequestBody.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/CipherSuite.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/Version.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/platform/ConscryptPlatform.java
*

/okhttp-3-12-12-sources-1-jar/okhttp3/MultipartBody.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/Internal.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/RealCall.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/HttpMethod.java
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* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http2/Hpack.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Handshake.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http2/ErrorCode.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/cache/CacheStrategy.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Route.java
*
 /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/RequestLine.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/StatusLine.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Response.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Dispatcher.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/cache/InternalCache.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/NamedRunnable.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/Request.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/connection/RouteDatabase.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http2/Http2.java
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* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http2/Http2Writer.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http2/Http2Connection.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http2/Http2Stream.java
*
 /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/HttpDate.java
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* /okhttp-3-12-12-sources-1-jar/okhttp3/WebSocket.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/platform/Jdk9Platform.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/ws/RealWebSocket.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/CallServerInterceptor.java
*
 /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/UnrepeatableRequestBody.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/WebSocketListener.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/cache2/FileOperator.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/cache2/Relay.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/platform/JdkWithJettyBootPlatform.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/platform/AndroidPlatform.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/tls/TrustRootIndex.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/RetryAndFollowUpInterceptor.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http2/StreamResetException.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/tls/BasicTrustRootIndex.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/tls/BasicCertificateChainCleaner.java
* /okhttp-3-12-12-sources-1-jar/okhttp3/internal/http/RealInterceptorChain.java

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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/signature/SignatureVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/JSRInlinerAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/ByteVector.java
*
 /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/Analyzer.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/Interpreter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/MethodWriter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/TraceAbstractVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/StaticInitMerger.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/InsnList.java
*
 /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/AbstractVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/Frame.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/AnalyzerAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/LocalVariableNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/SimpleRemapper.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/IntInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/MethodNode.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/MethodInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierMethodVisitor.java
*
 /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/LabelNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/MethodVisitor.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/Attribute.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/CheckClassAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/GeneratorAdapter.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/BasicValue.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/AnnotationWriter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/ClassNode.java
*
 /asm-all-3-1-sources-1-jar/org/objectweb/asm/Edge.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/MemberNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/Type.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/FieldWriter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/Frame.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/Opcodes.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/InsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/RemappingClassAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierFieldVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierAbstractVisitor.java
*
 /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/FieldVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/Handler.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/ClassReader.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/FrameNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/CheckFieldAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierAnnotationVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
*

/asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierClassVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/TraceClassVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/ClassVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/Label.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/EmptyVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/ClassAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/AnnotationNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/ClassWriter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/AbstractInsnNode.java
*
/asm-all-3-1-sources-1-jar/org/objectweb/asm/MethodAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/TraceMethodVisitor.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/Method.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/InnerClassNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXClassAdapter.java

* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXAdapter.java
*
/asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXFieldAdapter.java

1.37 mapstruct 1.3.1.Final

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1.38 commons-codec 1.15

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1.41 jetty-jakarta-servlet-api 5.0.2

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
 * javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following
artifacts may be included in the distribution or downloaded when ALPN
module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

OW2

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terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from
following Apache Tomcat jars, all ASL2
 licensed.

org.mortbay.jasper:apache-jsp
 org.apache.tomcat:tomcat-jasper
 org.apache.tomcat:tomcat-juli
 org.apache.tomcat:tomcat-jsp-api
 org.apache.tomcat:tomcat-el-api
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-api
 org.apache.tomcat:tomcat-util-scan
 org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.42 servlet-api 5.0.2

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Source Code

The project maintains the following source code repositories:

* https://github.com/eclipse-ee4j/servlet-api
* https://github.com/eclipse/jetty.toolchain

Third-party Content

Jakarta

The following artifacts are EPL 2.0 + GPLv2 with classpath exception.
https://projects.eclipse.org/projects/ee4j.servlet

* jakarta.servlet:jakarta.servlet-api

GlassFish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* org.eclipse.jetty.toolchain:jetty-schemas
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1.43 escape-string-regexp 4.0.0

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1.44 ms 2.1.3

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1.45 error_prone_annotations 2.3.3

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* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/NoAllocation.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/LockMethod.java

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* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/FormatMethod.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/MustBeClosed.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/RestrictedApi.java
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* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
*
 /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/Immutable.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
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* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/CheckReturnValue.java
*
 /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java

1.46 es6-object-assign 1.1.0

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1.47 fs-extra 8.1.0

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1.48 semver-compare 1.0.0

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1.49 jeromq 0.3.5

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1.52 serialize-error 7.0.1

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1.53 netty-reactive-streams-http 2.0.5

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Manifest-Version: 1.0
Bundle-Description: Reactive streams implementation for Netty.
Automatic-Module-Name: com.typesafe.netty.http
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Bundle-SymbolicName: com.typesafe.netty.reactive-streams-http

Built-By: marcospereira
Bnd-LastModified: 1602622977569
Bundle-ManifestVersion: 2
Bundle-DocURL: http://typesafe.com/
Bundle-Vendor: Typesafe
Import-Package: com.typesafe.netty;version="[2.0,3)",io.netty.buffer;v
ersion="[4.1,5)",io.netty.channel;version="[4.1,5)",io.netty.handler.
codec;version="[4.1,5)",io.netty.handler.codec.http;version="[4.1,5)"
,io.netty.handler.codec.http.websocketx;version="[4.1,5)",io.netty.ut
il;version="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",org.r
eactivestreams;version="[1.0,2)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.5.0.201709291849
Export-Package: com.typesafe.netty.http;uses:="io.netty.channel,io.net
 ty.handler.codec.http,io.netty.handler.codec.http.websocketx,org.reac
tivestreams";version="2.0.5"
Bundle-Name: Netty Reactive Streams HTTP support
Bundle-Version: 2.0.5
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_181

Found in path(s):
* /netty-reactive-streams-http-2-0-5-jar/META-INF/MANIFEST.MF

1.54 netty-reactive-streams 2.0.5

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1.55 opentelemetry-proto 0.11.0

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1.56 cross-fetch-polyfill 0.0.0

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1.57 kubernetes-model-common 4.13.2

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1.58 kubernetes-model 4.13.2

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1.59 kubernetes-model-node 4.13.2

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1.60 sortedcontainers 2.4.0

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1.61 available-typed-arrays 1.0.5

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1.62 is-generator-function 1.0.10

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1.63 detect-node 2.1.0

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1.64 roarr 2.15.4

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1.66 ast-types 0.13.4

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1.67 netmask 2.0.2

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1.68 xpath 0.0.32

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1.69 function.prototype.name 1.1.5

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1.71 okhttp 4.9.3

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1.73 progress 2.0.3

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rc-progress

Progress Bar.

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Example

http://react-component.github.io/progress/

Screenshots

Browsers

* support IE9+, Chrome, Firefox, Safari

Install

[![rc-progress](https://nodei.co/npm/rc-progress.png)](https://npmjs.org/package/rc-progress)

Usage

```jsx
import { Line, Circle } from 'rc-progress';

ReactDOM.render(<div>
 <Line percent="10" strokeWidth="4" strokeColor="#D3D3D3" />
 <Circle percent="10" strokeWidth="4" strokeColor="#D3D3D3" />
</div>, container);
```

API

props

<table class="table table-bordered table-striped">
 <thead>
 <tr>
   <th style="width: 100px;">name</th>
   <th style="width: 50px;">type</th>
   <th style="width: 50px;">default</th>

<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>strokeWidth</td>
<td>Number</td>
<td>1</td>
<td>Width of the stroke. Unit is percentage of SVG canvas size.</td>
</tr>
<tr>
<td>strokeColor</td>
<td>String</td>
<td>#2db7f5</td>
<td>Stroke color.</td>
</tr>
<tr>
<td>trailWidth</td>
<td>Number</td>
<td>1</td>
<td>Width of the trail stroke. Unit is percentage of SVG canvas size. Trail is always centered relative to actual progress path. If trailWidth are not defined, it same as strokeWidth.</td>
</tr>
<tr>
<td>trailColor</td>
<td>String</td>
<td>#D9D9D9</td>
<td>Color for lighter trail stroke underneath the actual progress path.</td>
</tr>
<tr>
<td>strokeLinecap</td>
<td>String</td>
<td>round</td>
<td>The shape to be used at the end of the progress bar, can be square or round.</td>
</tr>
<tr>
<td>prefixCls</td>
<td>String</td>
<td>rc-progress</td>
<td>prefix className for component</td>
</tr>
<tr>
<td>className</td>
<td>String</td>
<td></td>
<td>customized className</td>
</tr>

```
  <tr>
    <td>style</td>
    <td>Object</td>
    <td></td>
    <td>style object will be added to svg element</td>
  </tr>
 </tbody>
</table>

## Installation

```
npm install --save rc-progress
```

Development

```
npm install
npm start
```

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Found in path(s):
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```

1.74 rfdc 1.3.0

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1.112 cacheable-lookup 5.0.4

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1.114 @types/http-cache-semantics 4.0.1

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1.115 is-negative-zero 2.0.2

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1.116 is-weakref 1.0.2

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1.117 log4j-api 2.17.1

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1.118 apache-log4j 2.17.1

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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
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It is currently developed by a community of developers.

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* /javassist-3-28-0-ga-sources-jar/javassist/scopedpool/ScopedClassPool.java
*
/javassist-3-28-0-ga-sources-jar/javassist/util/proxy/DefinePackageHelper.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/SourceFileAttribute.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/stackmap/TypedBlock.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/LocalVariableTypeAttribute.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/NestMembersAttribute.java
* /javassist-3-28-0-ga-sources-jar/javassist/util/proxy/MethodFilter.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/analysis/Analyzer.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/stackmap/Tracer.java
* /javassist-3-28-0-ga-sources-jar/javassist/util/HotSwapAgent.java
* /javassist-3-28-0-ga-sources-jar/javassist/compiler/ProceedHandler.java
* /javassist-3-28-0-ga-sources-jar/javassist/CtClassType.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/Opcode.java
* /javassist-3-28-0-ga-sources-jar/javassist/compiler/JvstTypeChecker.java
*
/javassist-3-28-0-ga-sources-jar/javassist/compiler/CodeGen.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/analysis/Type.java
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* /javassist-3-28-0-ga-sources-jar/javassist/compiler/ast/Member.java

* /javassist-3-28-0-ga-sources-jar/javassist/compiler/JvstCodeGen.java
* /javassist-3-28-0-ga-sources-jar/javassist/expr/MethodCall.java
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* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/CodeAttribute.java
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* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/AnnotationDefaultAttribute.java
*
 /javassist-3-28-0-ga-sources-jar/javassist/CodeConverter.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/InnerClassesAttribute.java
* /javassist-3-28-0-ga-sources-jar/javassist/expr/Expr.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/analysis/FramePrinter.java
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* /javassist-3-28-0-ga-sources-jar/javassist/tools/rmi/RemoteException.java
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* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/LongVector.java
* /javassist-3-28-0-ga-sources-jar/javassist/tools/rmi/RemoteRef.java
*
 /javassist-3-28-0-ga-sources-jar/javassist/convert/TransformFieldAccess.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/LocalVariableAttribute.java
* /javassist-3-28-0-ga-sources-jar/javassist/scopedpool/ScopedClassPoolRepositoryImpl.java
* /javassist-3-28-0-ga-sources-jar/javassist/tools/web/BadHttpRequest.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/FieldInfo.java
* /javassist-3-28-0-ga-sources-jar/javassist/tools/reflect/Metalevel.java
* /javassist-3-28-0-ga-sources-jar/javassist/NotFoundException.java
* /javassist-3-28-0-ga-sources-jar/javassist/expr/NewExpr.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/Mnemonic.java
* /javassist-3-28-0-ga-sources-jar/javassist/util/proxy/RuntimeSupport.java
* /javassist-3-28-0-ga-sources-jar/javassist/convert/TransformNew.java
* /javassist-3-28-0-ga-sources-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /javassist-3-28-0-ga-sources-jar/javassist/tools/reflect/Loader.java
* /javassist-3-28-0-ga-sources-jar/javassist/convert/TransformWriteField.java
*
 /javassist-3-28-0-ga-sources-jar/javassist/bytecode/ExceptionsAttribute.java
* /javassist-3-28-0-ga-sources-jar/javassist/CtPrimitiveType.java
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* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/ByteMemberValue.java
*
 /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/Annotation.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/MemberValue.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/CharMemberValue.java
*
 /javassist-3-28-0-ga-sources-jar/javassist/bytecode/annotation/EnumMemberValue.java
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1.123 logging-interceptor 3.12.12

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1.124 maven-shared-utils 3.3.4

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1.125 auto-value-annotations 1.9

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* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/BuilderMethodClassifierForAutoBuilder.java
*
/auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/BuilderMethodClassifierForAutoValue.java
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* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/AutoValueOrBuilderTemplateVars.java
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* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/Optionalish.java
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* /auto-value-annotations-1-9-sources-
jar/com/google/auto/value/extension/memoized/processor/MemoizedValidator.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/memoized/processor/ClassNames.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/TypeEncoder.java
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* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/TypeMirrorSet.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/GwtCompatibility.java
*
 /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/AutoAnnotationProcessor.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/AbortProcessingException.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/Reformatter.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/ErrorReporter.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/GwtSerialization.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/TemplateVars.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/AutoValueBuilderProcessor.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/BuilderSpec.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/AutoAnnotationTemplateVars.java
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*/
/**
  * Specifies that AutoValue should copy any annotations from the annotated element to the
  * generated class. This annotation supports classes and methods.
  *
  * <p>The following annotations are excluded:
  *
  *
  *   AutoValue and its nested annotations;
  *   any annotation appearing in the {@link AutoValue.CopyAnnotations#exclude}
 field;
  *   any class annotation which is itself annotated with the {@link
  *   java.lang.annotation.Inherited} meta-annotation.
  *

```
 *
 * <p>For historical reasons, annotations are always copied from an {@code @AutoValue} property
 * method to its implementation, unless {@code @CopyAnnotations} is present and explicitly
 * {@linkplain CopyAnnotations#exclude excludes} that annotation. But annotations are not copied
 * from the {@code @AutoValue} class itself to its implementation unless {@code @CopyAnnotations}
 * is present.
 *
 * <p>If you want to copy annotations from your {@literal @}AutoValue-annotated class's methods to
 * the generated fields in the AutoValue_... implementation, annotate your method
 * with {@literal @}AutoValue.CopyAnnotations. For example, if Example.java is:<pre>
 *
 *   {@code @}Immutable
 *   {@code @}AutoValue
 *   abstract class Example {
 *     {@code @}CopyAnnotations
 *     {@code
@}SuppressWarnings("Immutable") // justification ...
 *     abstract Object getObject();
 *     // other details ...
 *   }</pre>
 *
 * <p>Then AutoValue will generate the following AutoValue_Example.java:<pre>
 *
 *   final class AutoValue_Example extends Example {
 *     {@code @}SuppressWarnings("Immutable")
 *     private final Object object;
 *
 *     {@code @}SuppressWarnings("Immutable")
 *     {@code @}Override
 *     Object getObject() {
 *       return object;
 *     }
 *
 *     // other details ...
 *   }</pre>
 *
 * <p>When the <i>type</i> of an {@code @AutoValue} property method has annotations, those are
 * part of the type, so by default they are copied to the implementation of the method. But if
 * a type annotation is mentioned in {@code exclude} then it is not copied.
 *
 * <p>For example, suppose {@code @Confidential} is a
 * {@link java.lang.annotation.ElementType#TYPE_USE TYPE_USE} annotation:
 *
 * <pre>
 *
 *   {@code @}AutoValue
 *   abstract class Person {
 *     static Person create({@code @}Confidential String name, int id) {
```

```
 *       return new AutoValue_Person(name, id);
 *     }
 *
 *     abstract {@code @}Confidential String name();
 *     abstract int id();
 *   }</pre>
 *
 * Then the implementation of the {@code name()} method will also have return type
 * {@code @Confidential String}. But if {@code name()} were written like this...
 *
 * <pre>
 *
 *     {@code @AutoValue.CopyAnnotations(exclude = Confidential.class)}
 *     abstract {@code @}Confidential String name();</pre>
 *
 * <p>...then the implementation of {@code name()} would have return type {@code String} without
 * the annotation.
 *
 * @author Carmi Grushko
 */
```

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* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/PropertyNames.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/AutoOneOfProcessor.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/AutoOneOfTemplateVars.java
*

/auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/ClassNames.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/SimpleMethod.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/AutoValueishProcessor.java
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* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/autooneof.vm
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/processor/autobuilder.vm
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* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/processor/SerializableAutoValueExtension.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/SerializableAutoValue.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/processor/ClassNames.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/serializer/impl/OptionalSerializerExtension.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/serializer/impl/ImmutableListSerializerExtension.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/serializer/impl/SerializerFactoryImpl.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/serializer/interfaces/SerializerFactory.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/serializer/interfaces/SerializerExtension.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/serializer/impl/IdentitySerializerFactory.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/serializer/interfaces/Serializer.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/serializer/SerializerFactoryLoader.java
* /auto-value-annotations-1-9-sources-jar/com/google/auto/value/extension/serializable/serializer/impl/ImmutableMapSerializerExtension.java

1.126 plexus-cipher 2.0

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1.127 url-parse 1.5.10

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1.128 xerces-j 2.12.2

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1.130 util 0.12.4

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1.131 @types/keyv 3.1.4

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1.135 define-properties 1.1.4

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1.137 regexp-prototype-flags 1.4.3

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1.138 has-bigints 1.0.2

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1.139 functions-have-names 1.2.3

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1.140 unbox-primitive 1.0.2

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1.141 plexus-sec-dispatcher 2.0

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1.142 eclipse-sisu-plexus 0.3.5

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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/ConstructorConstructor.java
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*
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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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Found in path(s):
* /gson-2-9-0-sources-1-jar/com/google/gson/stream/JsonReader.java
* /gson-2-9-0-sources-1-jar/com/google/gson/stream/JsonToken.java
* /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
* /gson-2-9-0-sources-1-jar/com/google/gson/stream/JsonWriter.java
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Found in path(s):
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/JsonAdapterAnnotationTypeAdapterFactory.java

* /gson-2-9-0-sources-1-jar/com/google/gson/annotations/JsonAdapter.java
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Found in path(s):
* /gson-2-9-0-sources-1-jar/com/google/gson/ToNumberStrategy.java
* /gson-2-9-0-sources-1-jar/com/google/gson/ToNumberPolicy.java
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```

Found in path(s):
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/JavaVersion.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/PreJava9DateFormatProvider.java
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Found in path(s):
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonSerializationContext.java
* /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
*
 /gson-2-9-0-sources-1-jar/com/google/gson/reflect/TypeToken.java
* /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
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonObject.java
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-9-0-sources-1-jar/com/google/gson/annotations/SerializedName.java
* /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

1.150 is-typed-array 1.1.9

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1.152 object-inspect 1.12.2

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1.153 jakarta-validation-api 3.0.2

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* /jakarta-validation-api-3-0-2-sources-jar/META-INF/maven/jakarta.validation/jakarta.validation-api/pom.xml
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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ValidateUnwrappedValue.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/ValidateOnExecution.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/AssertTrue.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintDefinitionException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Positive.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Digits.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Min.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/package-info.java
*
/jakarta-validation-api-3-0-2-sources-jar/module-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidatorContext.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/CascadableDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ExecutableDescriptor.java

* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Configuration.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/MethodDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/groups/Default.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/GroupDefinitionException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/FutureOrPresent.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/NotBlank.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/DecimalMin.java
*
 /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ConstraintDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Payload.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/BootstrapState.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ParameterNameProvider.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/Scope.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidationProviderResolver.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/NegativeOrZero.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/NotEmpty.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/ExtractedValue.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraintvalidation/ValidationTarget.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/UnexpectedTypeException.java
*
 /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/CrossParameterDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/PropertyDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/BootstrapConfiguration.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/GroupConversionDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ReturnValueDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/bootstrap/GenericBootstrap.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/AssertFalse.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/Unwrapping.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ReportAsSingleViolation.java
*
 /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintViolationException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ParameterDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Constraint.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/TraversableResolver.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/NoProviderFoundException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidatorFactory.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Null.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidationException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Path.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Validation.java
* /jakarta-validation-api-3-0-2-sources-
jar/jakarta/validation/valueextraction/ValueExtractorDefinitionException.java
*
 /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintValidatorFactory.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Max.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/PastOrPresent.java

* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Negative.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Validator.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ContainerElementTypeDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ConstructorDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintDeclarationException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Email.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Pattern.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ElementKind.java
*
 /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/ExecutableValidator.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/NotNull.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ElementDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Past.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ClockProvider.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Size.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/PositiveOrZero.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/bootstrap/ProviderSpecificBootstrap.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Future.java
*
 /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintTarget.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/DecimalMax.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/GroupSequence.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/ConfigurationState.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/BeanDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/groups/ConvertGroup.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraintvalidation/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/ValidationProvider.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/MessageInterpolator.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/bootstrap/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/ValueExtractor.java
*
 /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/groups/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintValidatorContext.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintViolation.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraintvalidation/SupportedValidationTarget.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/UnwrapByDefault.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Valid.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/OverridesAttribute.java
* /jakarta-validation-api-3-0-2-sources-
jar/jakarta/validation/valueextraction/ValueExtractorDeclarationException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintValidator.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/ExecutableType.java
*
 /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/MethodType.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ContainerDescriptor.java

1.154 typetools 0.6.2

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1.155 listenablefuture 9999.0-empty-to-avoid-conflict-with-guava

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1.158 protocol-core 2.16.74

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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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1.181 cglib 3.3.0

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1.182 is-callable 1.2.6

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1.183 javassist 3.29.2-GA

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* /javassist-3-29-2-ga-sources-jar/javassist/compiler/CompileError.java
* /javassist-3-29-2-ga-sources-jar/javassist/CtClass.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/CannotCreateException.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/Bytecode.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/ASTList.java
* /javassist-3-29-2-ga-sources-jar/javassist/CtArray.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/stackmap/TypeTag.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/DefineClassHelper.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/analysis/MultiType.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/MethodInfo.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/ClassFile.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/AnnotationDefaultAttribute.java
* /javassist-3-29-2-ga-sources-jar/javassist/expr/Instanceof.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/MethodDecl.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/AssignExpr.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/Mnemonic.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/analysis/Util.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/NoFieldException.java
* /javassist-3-29-2-ga-sources-jar/javassist/expr/Cast.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/DuplicateMemberException.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/Metalevel.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationImpl.java
* /javassist-3-29-2-ga-sources-jar/javassist/URLClassPath.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/Descriptor.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/HotSwapper.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/rmi/RemoteException.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationsWriter.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/MemberResolver.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/LocalVariableTypeAttribute.java

* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/Expr.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/SourceFileAttribute.java
* /javassist-3-29-2-ga-sources-jar/javassist/convert/TransformNew.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/ArrayInit.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/CannotInvokeException.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/SecurityActions.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/InstructionPrinter.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/web/Webserver.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/StringL.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/TokenId.java
* /javassist-3-29-2-ga-sources-jar/javassist/compiler/ast/Variable.java
* /javassist-3-29-2-ga-sources-jar/javassist/util/proxy/RuntimeSupport.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/AttributeInfo.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/SignatureAttribute.java
* /javassist-3-29-2-ga-sources-jar/javassist/tools/reflect/Reflection.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/AnnotationsAttribute.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/analysis/SubroutineScanner.java
* /javassist-3-29-2-ga-sources-jar/javassist/CtField.java
* /javassist-3-29-2-ga-sources-jar/javassist/expr/NewExpr.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/CodeAnalyzer.java
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* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/MemberValue.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/LongMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/CharMemberValue.java

* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ByteMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/Annotation.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/EnumMemberValue.java
*
/javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationMemberValue.java

1.184 google-http-client 1.42.2

1.184.1 Available under license :

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Manifest-Version: 1.0
Implementation-Title: Google HTTP Client Library for Java
Bundle-Description: Google HTTP Client Library for Java. Functionality
that works on all supported Java platforms, including Java 7 (or
higher) desktop (SE) and web (EE), Android, and Google App Engine.
Automatic-Module-Name: com.google.api.client
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: com.google.http-client.google-http-client
Implementation-Version: 1.42.2
Bnd-LastModified: 1657808243654
Bundle-ManifestVersion: 2
Bundle-DocURL: https://www.google.com/
Bundle-Vendor: Google
Import-Package: javax.annotation;resolution:=optional;version="[3.0,4)
",com.google.api.client.http,com.google.api.client.json,com.google.ap
i.client.json.webtoken,com.google.api.client.testing.util,com.google.
api.client.util,com.google.api.client.util.escape,com.google.common.b
ase;version="[30.1,31)",com.google.common.collect;version="[30.1,31)"
,com.google.common.io;version="[30.1,31)",com.google.common.util.conc
urrent;version="[30.1,31)",io.opencensus.common,io.opencensus.contrib
.http.util,io.opencensus.trace,io.opencensus.trace.export,io.opencens
us.trace.propagation,javax.net.ssl,org.apache.http,org.apache.http.cl
ient,org.apache.http.client.methods,org.apache.http.conn,org.apache.h
ttp.conn.params,org.apache.http.conn.routing,org.apache.http.conn.sch
eme,org.apache.http.conn.ssl,org.apache.http.entity,org.apache.http.i
mpl.client,org.apache.http.impl.conn,org.apache.http.impl.conn.tsccm,
org.apache.http.message,org.apache.http.params,org.apache.http.protoc
ol
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"

Tool: Bnd-6.2.0.202202251641
Implementation-Vendor: Google
Export-Package: com.google.api.client.util;uses:="javax.net.ssl";versi
on="1.42.2",com.google.api.client.util.store;version="1.42.2",com.goo
gle.api.client.util.escape;version="1.42.2",com.google.api.client.tes
ting.util;uses:="com.google.api.client.util";version="1.42.2",com.goo
gle.api.client.testing.http.javanet;version="1.42.2",com.google.api.c
lient.testing.http;uses:="com.google.api.client.http,com.google.api.c
lient.util";version="1.42.2",com.google.api.client.testing.http.apach
e;uses:="org.apache.http,org.apache.http.client,org.apache.http.conn,
org.apache.http.conn.routing,org.apache.http.impl.client,org.apache.h
ttp.params,org.apache.http.protocol";version="1.42.2",com.google.api.
client.testing.json;uses:="com.google.api.client.json";version="1.42.
2",com.google.api.client.testing.json.webtoken;uses:="com.google.api.
client.json.webtoken,javax.net.ssl";version="1.42.2",com.google.api.c
lient.http;uses:="com.google.api.client.util,io.opencensus.trace,io.o
pencensus.trace.propagation,javax.annotation";version="1.42.2",com.go
ogle.api.client.http.javanet;uses:="com.google.api.client.http,javax.
net.ssl";version="1.42.2",com.google.api.client.http.apache;uses:="co
m.google.api.client.http,org.apache.http,org.apache.http.client,org.a
pache.http.conn.ssl,org.apache.http.impl.client,org.apache.http.param
s";version="1.42.2",com.google.api.client.http.json;uses:="com.google
.api.client.http,com.google.api.client.json";version="1.42.2",com.goo
gle.api.client.json;uses:="com.google.api.client.util";version="1.42.
2",com.google.api.client.json.rpc2;uses:="com.google.api.client.util"
;version="1.42.2",com.google.api.client.json.webtoken;uses:="com.goog
le.api.client.json,com.google.api.client.util,javax.net.ssl";version=
"1.42.2"
Bundle-Name: Google HTTP Client Library for Java
Bundle-Version: 1.42.2
Build-Jdk-Spec: 1.8
Created-By: Apache Maven Bundle Plugin 5.1.6

Found in path(s):
* /google-http-client-1-42-2-1-jar/META-INF/MANIFEST.MF

1.185 google-http-client-gson 1.42.2

1.185.1 Available under license :

Apache-2.0

1.186 tunnel 0.0.6

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1.187 jib-build-plan 0.4.0

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Found in path(s):

* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/OwnershipProvider.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/LayerObject.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/ModificationTimeProvider.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/FilePermissionsProvider.java
*
 /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/ContainerBuildPlan.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/Platform.java
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Found in path(s):
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/FileEntriesLayer.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/Port.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/FileEntry.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/ImageFormat.java
*
 /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/buildplan/UnixPathParser.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/RelativeUnixPath.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/FilePermissions.java
* /jib-build-plan-0-4-0-sources-jar/com/google/cloud/tools/jib/api/buildplan/AbsoluteUnixPath.java

1.188 cliui 8.0.1

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1.189 keyv 4.5.2

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1.190 @types/cacheable-request 6.0.3

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1.191 normalize-url 8.0.0

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1.192 httpcomponents-core 4.4.16

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1.196 jctools-core 4.0.1

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* /jctools-core-4-0-1-1-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Bnd-LastModified: 1662622707903
Build-Jdk-Spec: 11
Bundle-Description: Java Concurrency Tools Core Library
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Java Concurrency Tools Core Library
Bundle-SymbolicName: org.jctools.core
Bundle-Version: 4.0.1
Created-By: Apache Maven Bundle Plugin 5.1.6
Export-Package: org.jctools.maps;version="4.0.1",org.jctools.util;uses
:="sun.misc";version="4.0.1",org.jctools.queues;version="4.0.1",org.j
ctools.queues.atomic;uses:="org.jctools.queues";version="4.0.1",org.j
ctools.queues.unpadded;uses:="org.jctools.queues";version="4.0.1",org
.jctools.counters;version="4.0.1"
Import-Package: sun.misc;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-6.2.0.202202251641

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* /jctools-core-4-0-1-1-jar/META-INF/MANIFEST.MF

1.197 error_prone_annotations 2.18.0

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* /error-prone-annotations-2-18-0-jar/META-INF/maven/com.google.errorprone/error_prone_annotations/pom.xml

1.198 ttf-liberation 2.1.5-r2

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=ttf-freefont
pkgver=20120503
pkgrel=2
pkgdesc="A set of free high-quality TrueType fonts covering the UCS character set"
url="https://nongnu.org/freefont/"
arch="noarch"
license="GPL-3.0-or-later with exception"
options="!check" # No test suite.
depends="fontconfig encodings mkfontdir mkfontscale"
makedepends="font-util-dev"
source="https://ftp.gnu.org/gnu/freefont/freefont-ttf-$pkgver.zip"
builddir="$srcdir/freefont-$pkgver"
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1.199 gson 2.10.1

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Manifest-Version: 1.0
Created-By: 11.0.16.1 (Azul Systems, Inc.)
Build-Jdk-Spec: 11
Bnd-LastModified: 1673019830620
Bundle-ContactAddress: https://github.com/google/gson
Bundle-Description: Gson JSON library
Bundle-Developers: google;organization=Google;organizationUrl="https://w
ww.google.com"
Bundle-DocURL: https://github.com/google/gson/gson
Bundle-License: "Apache-2.0";link="https://www.apache.org/licenses/LICEN
SE-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: Gson
Bundle-RequiredExecutionEnvironment: JavaSE-1.7, JavaSE-1.8
Bundle-SCM: url="https://github.com/google/gson/gson/",connection="scm:g
it:https://github.com/google/gson.git/gson",developer-connection="scm:g
it:git@github.com:google/gson.git/gson",tag="gson-parent-2.10.1"
Bundle-SymbolicName: com.google.gson
Bundle-Vendor: Google Gson Project
Bundle-Version: 2.10.1
Export-Package: com.google.gson;uses:="com.google.gson.reflect,com.googl
e.gson.stream";version="2.10.1",com.google.gson.annotations;version="2.
 10.1",com.google.gson.reflect;version="2.10.1",com.google.gson.stream;v
ersion="2.10.1"
Import-Package: sun.misc;resolution:=optional,com.google.gson.annotation
s
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-6.4.0.202211291949
Multi-Release: true

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1.200 modelmapper-gson 2.3.8

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* /modelmapper-gson-2-3-8-sources-1-jar/org/modelmapper/gson/JsonElementValueReader.java

1.201 oauth-1.0a 2.2.6

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1.202 snake-yaml 2.0

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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/Escaper.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/PercentEscaper.java
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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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1.203 lru-cache 7.18.3

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1.207 akamai-edgegrid 3.4.0

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1.209 v8 9.9.9.9

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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.

All
Python releases are Open Source (see http://www.opensource.org for
the Open Source Definition). Historically, most, but not all, Python
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
2.1.2	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

Footnotes:

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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
is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's
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1.210 google-http-client-apache 1.42.2

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Manifest-Version: 1.0
Bundle-Description: Google HTTP Client Library for Java
Automatic-Module-Name: com.google.api.client.http.apache.v2
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: com.google.http-client.google-http-client-apache-v2
Bnd-LastModified: 1657808276304
Bundle-ManifestVersion: 2
Bundle-DocURL: https://www.google.com/
Bundle-Vendor: Google
Import-Package: com.google.api.client.http;version="[1.42,2)",com.google.api.client.util;version="[1.42,2)",org.apache.http,org.apache.http.client,org.apache.http.client.config,org.apache.http.client.methods,org.apache.http.conn.routing,org.apache.http.conn.socket,org.apache.http.conn.ssl,org.apache.http.entity,org.apache.http.impl.client,org.apache.http.impl.conn
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-6.2.0.202202251641
Export-Package: com.google.api.client.http.apache.v2;uses:="com.google.api.client.http,org.apache.http.client,org.apache.http.impl.client";version="1.42.2"
Bundle-Name: Apache HTTP transport v2 for the Google HTTP Client Library for Java.
Bundle-Version: 1.42.2
Build-Jdk-Spec: 1.8
Created-By: Apache Maven Bundle Plugin 5.1.6

Found in path(s):
* /google-http-client-apache-v2-1-42-2-jar/META-INF/MANIFEST.MF

1.211 maven-model 3.9.1

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 /asm-9-5-sources-1-jar/org/objectweb/asm/TypeReference.java
* /asm-9-5-sources-1-jar/org/objectweb/asm/FieldVisitor.java
* /asm-9-5-sources-1-jar/org/objectweb/asm/AnnotationWriter.java
* /asm-9-5-sources-1-jar/org/objectweb/asm/ClassVisitor.java
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* /asm-9-5-sources-1-jar/org/objectweb/asm/ByteVector.java
* /asm-9-5-sources-1-jar/org/objectweb/asm/ModuleWriter.java
* /asm-9-5-sources-1-jar/org/objectweb/asm/Handle.java
* /asm-9-5-sources-1-jar/org/objectweb/asm/MethodVisitor.java

* /asm-9-5-sources-1-jar/org/objectweb/asm/MethodTooLargeException.java
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1.214 okhttp 4.11.0

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1.215 maven-resolver-util 1.9.7

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1.224 maven-settings 3.9.1

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1.225 maven-resolver-provider 3.9.1

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1.227 maven-repository-metadata 3.9.1

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1.229 maven-settings-builder 3.9.1

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1.230 bzip2 1.0.8-r6

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1.231 lame 3.100-r5

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by

this function must
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This option is useful when you wish to copy part of the code
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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.

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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 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.

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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.

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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 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

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

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1.232 lame-libs 3.100-r5

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2. Fully acknowledge that you are using LAME, and give a link
to our web site, www.mp3dev.org

3. If you make modifications to LAME, you *must* release these
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This package was originally made by Stefan Karrmann <S.Karrmann@gmx.net>
on Thu, 31 Aug 2000 22:15:07 +0200.

The current maintainer is Rogrio Brito <rbrito@users.sf.net>.

It was downloaded from the CVS repository at <http://sf.net/projects/lame>.

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The reason we have a separate public license for some libraries is that
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treats it as such.

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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.

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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.

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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

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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 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

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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.

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1.242 degenerator 5.0.1

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degenerator
==========
Compiles sync functions into async functions

Sometimes you need to write sync looking code that's really async under the hood.
This module takes a String to one or more synchronous JavaScript functions, and
returns a new String that with those JS functions transpiled into `async`
functions.

So this:

```js
function foo() {
 return a('bar') || b();
}
```

Gets compiled into:

```js
async function foo() {
  return await a('bar') || await b();
}
```

With the compiled output code, you can evaluate the code using the `vm` module
in Node.js, or save the code to a file and require it, or whatever.

Example

You must explicitly specify the names of the functions that should be
"asyncified". So say we wanted to expose a `get(url)` function that did
and HTTP request and returned the response body.

The user has provided us with this implementation:

``` js
function myFn() {
```

```
 const one
 = get('https://google.com');
 const two = get('http://nodejs.org');
 const three = JSON.parse(get('http://jsonip.org'));
 return [one, two, three];
}
```

Now we can compile this into an asyncronous function, implement the
async `get()` function, and finally evaluate it into a real JavaScript function
instance with the `vm` module:

```typescript
import vm from 'vm';
import { degenerator } from 'degenerator';

// The `get()` function is Promise-based (error handling omitted for brevity)
function get(endpoint: string) {
 return new Promise((resolve, reject) => {
   var mod = 0 == endpoint.indexOf('https:') ? require('https') : require('http');
   var req = mod.get(endpoint);
   req.on('response', function (res) {
     var data = '';
     res.setEncoding('utf8');
     res.on('data', function (b) { data += b; });
     res.on('end', function () {
       resolve(data);
     });
   });
 });
}

// Convert the JavaScript string provided from the user (assumed to be `str` var)
str
 = degenerator(str, [ 'get' ]);

// Turn the JS String into a real async function instance
const asyncFn = vm.runInNewContext(`(${str})`, { get });

// Now we can invoke the function asynchronously
asyncFn().then((res) => {
 // Do something with `res`...
});
```

API

---

degenerator(code: string, names: Array<string|RegExp>): String

Returns a "degeneratorified" JavaScript string, with `async`/`await` transplanted.

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1.243 okio 3.5.0

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* /okio-3-5-0-sources-1-jar/commonMain/okio/Okio.kt
* /okio-3-5-0-sources-1-jar/nonJvmMain/okio/BufferedSource.kt
* /okio-3-5-0-sources-1-jar/nonJvmMain/okio/RealBufferedSink.kt
*
 /okio-3-5-0-sources-1-jar/commonMain/okio/Source.kt
* /okio-3-5-0-sources-1-jar/nonJvmMain/okio/Sink.kt
* /okio-3-5-0-sources-1-jar/commonMain/okio/Timeout.kt
* /okio-3-5-0-sources-1-jar/commonMain/okio/internal/Buffer.kt
* /okio-3-5-0-sources-1-jar/commonMain/okio/BufferedSink.kt
* /okio-3-5-0-sources-1-jar/commonMain/okio/RealBufferedSource.kt
* /okio-3-5-0-sources-1-jar/nonJvmMain/okio/Timeout.kt
* /okio-3-5-0-sources-1-jar/nonJvmMain/okio/BufferedSink.kt
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* /okio-3-5-0-sources-1-jar/commonMain/okio/internal/-Utf8.kt
* /okio-3-5-0-sources-1-jar/nonJvmMain/okio/NonJvmPlatform.kt
* /okio-3-5-0-sources-1-jar/commonMain/okio/internal/ByteString.kt
*
/okio-3-5-0-sources-1-jar/commonMain/okio/ByteString.kt
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* /okio-3-5-0-sources-1-jar/appleMain/okio/ApplePosixVariant.kt
* /okio-3-5-0-sources-1-jar/nonJvmMain/okio/Path.kt
* /okio-3-5-0-sources-1-jar/commonMain/okio/FileSystem.kt
*
 /okio-3-5-0-sources-1-jar/commonMain/okio/ForwardingFileSystem.kt
* /okio-3-5-0-sources-1-jar/commonMain/okio/HashingSource.kt
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* /okio-3-5-0-sources-1-jar/commonMain/okio/FileMetadata.kt
* /okio-3-5-0-sources-1-jar/commonMain/okio/ExperimentalFileSystem.kt
* /okio-3-5-0-sources-1-jar/nativeMain/okio/FileSink.kt
* /okio-3-5-0-sources-1-jar/unixMain/okio/UnixPosixVariant.kt
* /okio-3-5-0-sources-1-jar/nativeMain/okio/PosixFileSystem.kt
* /okio-3-5-0-sources-1-jar/nativeMain/okio/Cinterop.kt
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* /okio-3-5-0-sources-1-jar/commonMain/okio/SegmentPool.kt
* /okio-3-5-0-sources-1-jar/commonMain/okio/ForwardingSource.kt
* /okio-3-5-0-sources-1-jar/nonJvmMain/okio/SegmentPool.kt
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1.244 snake-yaml 2.2

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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/CustomClassLoaderConstructor.java

* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/MarkedYAMLException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/ScannerImpl.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/SafeRepresenter.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/Node.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/SerializerException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/inspector/TagInspector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/YAMLException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/Event.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/Yaml.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/DocumentEndEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/inspector/UnTrustedTagInspector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/SequenceStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/NumberAnchorGenerator.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/CollectionNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/BaseConstructor.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/EmitterState.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/comments/CommentEventsCollector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/ArrayUtils.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/composer/ComposerException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/comments/CommentType.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/SequenceNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/VersionTagsTuple.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/ValueToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/NodeTuple.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/ArrayStack.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/reader/StreamReader.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/composer/Composer.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/ScalarAnalysis.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/internal/Logger.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/NodeEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/reader/ReaderException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/DocumentEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/EnumUtils.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/ParserImpl.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/TagTuple.java
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 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/Serializer.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/SafeConstructor.java

* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/StreamStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/BaseRepresenter.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/StreamEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/SequenceEndEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/ScannerException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/Emitable.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/AliasEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/DirectiveToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/DocumentStartEvent.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/CollectionStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/AliasToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/EmitterException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/GenericProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/AnchorToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/PlatformFeatureDetector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/NodeId.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/DocumentStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockMappingStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/BeanAccess.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/StreamStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/Production.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/ParserException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/AnchorNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/Constant.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/Scanner.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/ScalarToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/comments/CommentLine.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/CommentEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/Construct.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/ImplicitTuple.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/ScalarEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/MissingEnvironmentVariableException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/Represent.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/Tag.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/StreamEndEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/PackageCompactConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/AbstractConstruct.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/Constructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/PropertyUtils.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/DumperOptions.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/MissingProperty.java

* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/MappingNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowEntryToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/TagToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/Parser.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/MappingEndEvent.java
*
/snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/ConstructorException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactData.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/reader/UnicodeReader.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/Representer.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/UriEncoder.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/KeyToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/MappingStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/TypeDescription.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/LoaderOptions.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/MethodProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
*
/snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockSequenceStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/AnchorGenerator.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/FieldProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/Token.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/DuplicateKeyException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/SimpleKey.java
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Found in path(s):
* /snakeyaml-2-2-sources-jar/META-INF/maven/org.yaml/snakeyaml/pom.xml
No license file was found, but licenses were detected in source scan.

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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
* Multi-licensed: EPL / LGPL / GPL / AL / BSD.
*/

Found in path(s):
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/external/biz/base64Coder/Base64Coder.java

1.245 free-type 2.13.2

1.245.1 Available under license :

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#
All lines in this file are patterns (relative to the top-level directory),
including the comment lines; this means that e.g. `FTL.TXT' matches all
files that have this string in the file name (including the path relative
to the current directory, always starting with `./').
#
Don't put empty lines into this file!
#
builds/unix/pkg.m4
#
docs/FTL.TXT
docs/GPLv2.TXT
#
include/freetype/internal/fthash.h
#
src/base/fthash.c
src/base/md5.c
src/base/md5.h
#
src/bdf/bdf.c
src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
src/bdf/bdferror.h
src/bdf/bdflib.c
src/bdf/module.mk
src/bdf/README
src/bdf/rules.mk
#
src/pcf/module.mk
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c

src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/ftzconf.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
#
subprojects/dlg
#
#
EOF

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2006-Jan-27

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* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/RetainedWith.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/WeakOuter.java
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/j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/ObjectiveCName.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/Property.java
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1.248 fast-fifo 1.3.2

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1.252 got 11.8.6

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1.256 okio 3.6.0

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* /okio-3-6-0-sources-jar/nonJvmMain/okio/RealBufferedSink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Buffer.kt
* /okio-3-6-0-sources-jar/commonMain/okio/BufferedSink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Timeout.kt
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* /okio-3-6-0-sources-jar/nonJvmMain/okio/BufferedSink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Sink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/BufferedSource.kt
* /okio-3-6-0-sources-jar/commonMain/okio/internal/Buffer.kt

* /okio-3-6-0-sources-jar/commonMain/okio/RealBufferedSource.kt
* /okio-3-6-0-sources-jar/commonMain/okio/Sink.kt
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* /okio-3-6-0-sources-jar/commonMain/okio/CommonPlatform.kt

* /okio-3-6-0-sources-jar/commonMain/okio/internal/ByteString.kt
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* /okio-3-6-0-sources-jar/commonMain/okio/SegmentPool.kt
* /okio-3-6-0-sources-jar/commonMain/okio/ForwardingSource.kt
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* /okio-3-6-0-sources-jar/unixMain/okio/UnixPosixVariant.kt
* /okio-3-6-0-sources-jar/commonMain/okio/internal/Path.kt
* /okio-3-6-0-sources-jar/linuxMain/okio/LinuxPosixVariant.kt
* /okio-3-6-0-sources-jar/nativeMain/okio/PosixFileSystem.kt
* /okio-3-6-0-sources-jar/hashFunctions/okio/internal/Hmac.kt
*
 /okio-3-6-0-sources-jar/nativeMain/okio/PosixVariant.kt
* /okio-3-6-0-sources-jar/commonMain/okio/HashingSource.kt
* /okio-3-6-0-sources-jar/nativeMain/okio/FileSource.kt
* /okio-3-6-0-sources-jar/appleMain/okio/ApplePosixVariant.kt
* /okio-3-6-0-sources-jar/nativeMain/okio/FileSink.kt
* /okio-3-6-0-sources-jar/commonMain/okio/FileSystem.kt
* /okio-3-6-0-sources-jar/commonMain/okio/HashingSink.kt
* /okio-3-6-0-sources-jar/commonMain/okio/FileMetadata.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Path.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/HashingSink.kt
* /okio-3-6-0-sources-jar/commonMain/okio/ForwardingFileSystem.kt
* /okio-3-6-0-sources-jar/commonMain/okio/ExperimentalFileSystem.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/HashingSource.kt
* /okio-3-6-0-sources-jar/commonMain/okio/Path.kt

1.257 ansi-regex 5.0.1

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1.258 guava 32.1.3-jre

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1.259 okhttp 4.12.0

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1.260 http-cache-semantics 4.1.1

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1.261 combined-stream 1.0.8

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1.262 delayed-stream 1.0.0

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delayed-stream

Buffers events from a stream until you are ready to handle them.

Installation

``` bash
npm install delayed-stream
```

Usage

The following example shows how to write a http echo server that delays its response by 1000 ms.

``` javascript
var DelayedStream = require('delayed-stream');
var http = require('http');

http.createServer(function(req, res) {
 var delayed = DelayedStream.create(req);

 setTimeout(function() {
   res.writeHead(200);
   delayed.pipe(res);
 }, 1000);
});
```

If you are not using `Stream#pipe`, you can also manually release the buffered events by calling `delayedStream.resume()`:

``` javascript
var delayed = DelayedStream.create(req);

setTimeout(function() {
```

```
 // Emit all buffered events and resume underlaying source
 delayed.resume();
}, 1000);
```

Implementation

In order to use this meta stream properly, here are a few things you should know about the implementation.

Event Buffering / Proxying

All events of the `source` stream are hijacked by overwriting the `source.emit` method. Until node implements a catch-all event listener, this is the only way.

However, delayed-stream still continues to emit all events it captures on the `source`, regardless of whether you have released the delayed stream yet or not.

Upon creation, delayed-stream captures all `source` events and stores them in an internal event buffer. Once `delayedStream.release()` is called, all buffered events are emitted on the `delayedStream`, and the event buffer is cleared. After that, delayed-stream merely acts as a proxy for the underlaying source.

Error handling

Error events on `source` are buffered / proxied just like any other events. However, `delayedStream.create` attaches a no-op `'error'` listener to the `source`. This way you only have to handle errors on the `delayedStream` object, rather than in two places.

Buffer limits

delayed-stream provides a `maxDataSize` property that can be used to limit the amount of data being buffered. In order to protect you from bad `source` streams that don't react to `source.pause()`, this feature is enabled by default.

API

DelayedStream.create(source, [options])

Returns a new `delayedStream`. Available options are:

* `pauseStream`

* `maxDataSize`

The description for those properties can be found below.

delayedStream.source

The `source` stream managed by this object. This is useful if you are
passing your `delayedStream` around, and you still want to access properties
on the `source` object.

delayedStream.pauseStream = true

Whether to pause the underlaying `source` when calling
`DelayedStream.create()`. Modifying this property afterwards has no effect.

delayedStream.maxDataSize = 1024 * 1024

The amount of data to buffer before emitting an `error`.

If the underlaying source is emitting `Buffer` objects, the `maxDataSize`
refers to bytes.

If the underlaying source
 is emitting JavaScript strings, the size refers to
characters.

If you know what you are doing, you can set this property to `Infinity` to
disable this feature. You can also modify this property during runtime.

delayedStream.dataSize = 0

The amount of data buffered so far.

delayedStream.readable

An ECMA5 getter that returns the value of `source.readable`.

delayedStream.resume()

If the `delayedStream` has not been released so far, `delayedStream.release()`
is called.

In either case, `source.resume()` is called.

delayedStream.pause()

Calls `source.pause()`.

delayedStream.pipe(dest)

Calls `delayedStream.resume()` and then proxies the arguments to `source.pipe`.

delayedStream.release()

Emits and clears all events that have been buffered up so far. This does not
resume the underlaying source, use `delayedStream.resume()` instead.

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Found in path(s):
* /fis-components-delayed-stream-1-0-0-0-g42ac44e-1-tar-gz/fis-components-delayed-stream-3c3d86f/Readme.md

1.263 side-channel 1.0.4

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1.264 es6-error 4.1.1

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1.265 call-bind 1.0.2

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1.266 crypto-js 4.2.0

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1.267 function-bind 1.1.2

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1.268 @types/yauzl 2.10.3

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1.269 uuid 9.0.0

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1.270 log4js 6.6.1

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1.271 libmd 1.1.0-r0

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1.277 theora 1.1.1-r18

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1.278 libflac 1.4.3-r1

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1.279 libtheora 1.1.1-r18

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1.280 libogg 1.3.5-r5

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1.281 zeromq 4.3.5-r2

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wepoll - epoll for Windows
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1.283 bcpkix-fips 1.64

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```
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   * Base constructor.
   * <p>
   * The authorizer attempts to perform matching (including the use of the wildcard) in accordance with RFC 6125.
   * </p>
   * <p>
   * Known suffixes is a list of public domain suffixes that can't be used as wild cards for
   * example *.com, or c*c.com, as a dns wildcard could match every/most .com domains if a registrar were issue it.
   * If *.com is in the known suffixes list will not be allowed to match.
   * </p>
   *
   * @param knownSuffixes a set of suffixes that cannot be wild-carded, e.g. { ".com", ".net", ".org" }
   */
```

Found in path(s):
* /bcpkix-fips-1-0-7-sources-1-jar/org/bouncycastle/est/jcajce/JsseDefaultHostnameAuthorizer.java

1.284 plexus-classworlds 2.6.0

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* /plexus-classworlds-2-6-0-sources-7-jar/org/codehaus/classworlds/NoSuchRealmException.java
* /plexus-classworlds-2-6-0-sources-7-jar/org/codehaus/classworlds/ClassRealm.java
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* /plexus-classworlds-2-6-0-sources-7-jar/org/codehaus/plexus/classworlds/realm/NoSuchRealmException.java
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1.285 joda-time 2.12.6

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```
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*
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Found in path(s):

```
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/timestamps/TimestampStrategy.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/Zips.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/timestamps/Java8TimestampStrategy.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/timestamps/PreJava8TimestampStrategy.java
*
 /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipEntryUtil.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/IdentityNameMapper.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/FileSource.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/NameMapper.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipEntrySource.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ByteSource.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipInfoCallback.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipUtil.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZTFileUtil.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/timestamps/TimestampStrategyFactory.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipEntryCallback.java
No license file was found, but licenses were detected in source scan.
```

```
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*/
```

Found in path(s):

```
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/commons/StringBuilderWriter.java
```

* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/commons/FilenameUtils.java
*
/zt-zip-1-16-sources-jar/org/zeroturnaround/zip/commons/FileUtilsV2_2.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/commons/FileExistsException.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/commons/IOUtils.java

1.296 font-liberation-sans-narrow 1.07.6-r2

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1.297 font-liberation 2.1.5-r2

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=6
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
```

```
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: Maxim Karasev <begs@disroot.org>
pkgname=bsd-games
pkgver=3.2
pkgrel=0
pkgdesc="traditional text mode games from BSD"
url="https://github.com/msharov/bsd-games"
arch="all"
license="BSD-3-Clause"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://github.com/msharov/bsd-games/archive/v$pkgver/bsd-games-$pkgver.tar.gz"
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --localstatedir=/var/lib # it really shouldn't be in /var
```

```
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
cf5f5a9e5d215ee553486580f9a7dfc9801d254a2806172df201dfc42ecbb05326db7bc25b7624eb8a8e541ad61ec319d
258687609bddae2bc07edcbade2291a  bsd-games-3.2.tar.gz
"
```

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```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Valery Kartel <valery.kartel@gmail.com>
pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2911
pkgrel=6
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource"
arch="all"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/$_pkgreal-$pkgver.tar.gz"

builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 default_prepare

 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make
}
```

```
check() {
 make test
}

package() {
 make DESTDIR="$pkgdir" install
 find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}

sha512sums="d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16
dfa5417f663b8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz"
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.16
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
```

```
 local i; for i in "$builddir"/text/*.txt; do
  local license=${i##*/}
  echo
 ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
1bfdb250bcd36d30f8406e12cfbfc033743e2a323fdf5c5ca869954d997d420b377c56ca3138b533a7353ce01a492f215
dcfa1be4f1558da7dac3a090227ab46  license-list-data-3.16.tar.gz
"
```

1.298 tar-stream 3.1.7

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1.299 libidn 2.3.7-r0

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1.300 font-opensans 0_git20210927-r1

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</glyph>
# This is the list of people who have contributed to this project,
# and includes those not listed in AUTHORS.txt because they are not
# copyright authors. For example, company employees may be listed
# here because their company holds the copyright and is listed there.
#
# When adding J Random Contributor's name to this file, either J's
# name or J's organization's name should be added to AUTHORS.txt
#
```

```
# Names should be added to this file as:
# Name <email address>

Micah Stupak <micah@measureandfit.co>
Marc Foley <m.foley.88@gmail.com>
Meir Sadan <meirsadan@gmail.com>
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    <key>com.schriftgestaltung.Glyphs.subCategory</key>
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1.301 devtools-protocol 0.0.1232444

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src/arc4random_unix.h
src/arc4random_win.h
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1.308 bzip2-dev 1.0.8-r6

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1.309 has-tostringtag 1.0.2

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1.310 pyyaml 6.0.1

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* Date: Fri, Jun 24, 2011 at 3:20 AM
* Subject: Re: sqrt routine
* To: Kevin Ma <kma@google.com>
* Hi Kevin,
* Thanks for asking. Those routines are public domain (originally posted to
* comp.sys.arm a long time ago), so you can use them freely for any purpose.
* Cheers,
* Wilco
*
* ----- Original Message -----
* From: "Kevin Ma" <kma@google.com>
* To: <Wilco.Dijkstra@ntlworld.com>
* Sent: Thursday, June 23, 2011 11:44 PM
* Subject: Fwd: sqrt routine
* Hi Wilco,
* I saw your sqrt routine from several web sites, including
* http://www.finesse.demon.co.uk/steven/sqrt.html.
* Just wonder if there's any copyright information with your Successive
* approximation routines, or if I can freely use it for any purpose.

* Thanks.
* Kevin
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1.354 jackson-databind 2.17.1

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers.

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-->

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* /j2objc-annotations-3-0-0-jar/META-INF/maven/com.google.j2objc/j2objc-annotations/pom.xml

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* /failureaccess-1-0-2-sources-1-jar/com/google/common/util/concurrent/internal/InternalFutureFailureAccess.java
* /failureaccess-1-0-2-sources-1-jar/com/google/common/util/concurrent/internal/InternalFutures.java

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1.362 brotli-dev 1.1.0-r2

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1.363 libxext 1.3.6-r2

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1.364 libxdmcp 1.1.5-r1

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1.365 backports.tarfile 1.2.0

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1.366 launchdarkly-java-server-sdk 6.3.0

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1.367 python-requests 2.32.3

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1.368 jsr305 3.0.2

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* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/GuardedBy.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/NotThreadSafe.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/ThreadSafe.java

1.369 gson 2.11.0

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* /gson-2-11-0-sources-1-jar/com/google/gson/stream/MalformedJsonException.java
* /gson-2-11-0-sources-1-jar/com/google/gson/stream/JsonReader.java
* /gson-2-11-0-sources-1-jar/com/google/gson/stream/JsonToken.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/ToNumberPolicy.java
* /gson-2-11-0-sources-1-jar/com/google/gson/ToNumberStrategy.java
* /gson-2-11-0-sources-1-jar/com/google/gson/stream/package-info.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
*
 /gson-2-11-0-sources-1-jar/com/google/gson/TypeAdapterFactory.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
* /gson-2-11-0-sources-1-jar/com/google/gson/TypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/TypeAdapters.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/JsonTreeWriter.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/FormattingStyle.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/ReflectionAccessFilterHelper.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/SerializationDelegatingTypeAdapter.java

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* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/JsonAdapter.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/sql/SqlTypesSupport.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/NumberTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/sql/SqlTimestampTypeAdapter.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/LazilyParsedNumber.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/package-info.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/ConstructorConstructor.java
*
/gson-2-11-0-sources-1-jar/com/google/gson/internal/UnsafeAllocator.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/FieldAttributes.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/Until.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonDeserializer.java
* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/Since.java
*
 /gson-2-11-0-sources-1-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonParseException.java
* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/Expose.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/$Gson$Types.java
* /gson-2-11-0-sources-1-jar/com/google/gson/reflect/package-info.java
* /gson-2-11-0-sources-1-jar/com/google/gson/Gson.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonObject.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/Excluder.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonPrimitive.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonNull.java
* /gson-2-11-0-sources-1-jar/com/google/gson/FieldNamingPolicy.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/JsonSerializer.java
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*
 /gson-2-11-0-sources-1-jar/com/google/gson/package-info.java
* /gson-2-11-0-sources-1-jar/com/google/gson/InstanceCreator.java
* /gson-2-11-0-sources-1-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/ObjectConstructor.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/$Gson$Preconditions.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonArray.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/Primitives.java
* /gson-2-11-0-sources-1-jar/com/google/gson/reflect/TypeToken.java
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* /perfmark-api-0-17-0-sources-3-jar/io/perfmark/Link.java
* /perfmark-api-0-17-0-sources-3-jar/io/perfmark/package-info.java
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1.378 libxi 1.1.5-r4

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1.379 libxfixes 6.0.1-r4

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1.380 x265-libs 3.6-r0

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Multi-producer/multi-consumer bounded queue.

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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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- License: BSD ([license/third_party/asm_license.txt][asm])
- Origin: Derived from ASM: a very small and fast Java bytecode manipulation framework, Copyright (c) 2000-2011 INRIA, France Telecom

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- Path: compiler/backend/src/org/jetbrains/kotlin/codegen/optimization/common/InstructionLivenessAnalyzer.kt
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- Path: compiler/backend/src/org/jetbrains/kotlin/codegen/optimization/temporaryVals/FastStoreLoadAnalyzer.kt
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- Path: eval4j/src/org/jetbrains/eval4j/interpreterLoop.kt
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- Path: js/js.ast
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- Origin: Originally part of the Dart compiler, (c) 2011 the Dart Project Authors,

- Path: js/js.inliner/src/org/jetbrains/kotlin/js/inline/FunctionInlineMutator.kt
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- Path: js/js.parser/src/com/google
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- Path: js/js.translator/qunit/qunit.js
  - License: MIT
([license/third_party/qunit_license.txt][qunit])
  - Origin: QUnit, Copyright (c) 2012 John Resig, Jrn Zaefferer,

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  - License: Apache 2 ([license/third_party/gwt_license.txt][gwt])
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  - Origin: Derived from Guava's UnsignedLongs, (C) 2011 The Guava Authors

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- Path: libraries/stdlib/js/src/kotlin/collections
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- Path: libraries/stdlib/js-v1/src/js/polyfills.js
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- Path: libraries/stdlib/js/src/kotlin/js/math.polyfills.kt
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  - License: Apache 2 ([license/third_party/assemblyscript_license.txt][assemblyscript])
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- Path: compiler/tests-common/tests/org/jetbrains/kotlin/codegen/ir/ComposeLikeGenerationExtension.kt
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- Path: idea/idea-android/tests/org/jetbrains/kotlin/android/AndroidTestBase.java
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  - Origin: javax.persistence, Copyright (c) 2008, 2017 Sun Microsystems, Oracle Corporation.

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- Origin: javax.persistence, Copyright (c) 2008, 2017 Sun Microsystems, Oracle Corporation.

- Path: libraries/tools/kotlin-gradle-plugin-integration-tests/src/test/resources/testProject/noArgJpa/src/javax/persistence/Embeddable.java
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- Origin: javax.persistence,
Copyright (c) 2008, 2017 Sun Microsystems, Oracle Corporation.

- Path: libraries/tools/kotlin-gradle-plugin/src/common/kotlin/org/jetbrains/kotlin/gradle/targets/js/nodejs/Platform.kt
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- Path: libraries/tools/kotlin-test-js-runner/mocha-kotlin-reporter.js
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- Path: libraries/tools/kotlin-test-js-runner/src/utils.ts
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1.398 jul-to-slf4j 2.0.16

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1.400 urllib3 1.26.20

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1.401 python-certifi 2024.08.30

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1.402 escalade 3.2.0

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1.403 slf4j 2.0.16

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1.404 follow-redirects 1.15.9

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1.407 zlib 1.3.1-r2

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#
src/pcf/module.mk
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h

src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/ftzconf.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
#
subprojects/dlg
#
#
EOF

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   runs-on: ubuntu-latest
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   steps:
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     id: slack1
     with:
       project_name: "Imath"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#release-announcements"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
     uses: jmertic/slack-release-notifier@main

   - name: 'Notify Slack #openexr'
     id: slack2
     with:
       project_name: "Imath"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
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1.415 libpkit 0.25.5-r2

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* /jib-maven-plugin-3-3-2-sources-jar/com/google/cloud/tools/jib/maven/BuildTarMojo.java
* /jib-maven-plugin-3-3-2-sources-jar/com/google/cloud/tools/jib/maven/JibPluginConfiguration.java
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*
 /jib-maven-plugin-3-3-2-sources-jar/com/google/cloud/tools/jib/maven/BuildDockerMojo.java
* /jib-maven-plugin-3-3-2-sources-jar/com/google/cloud/tools/jib/maven/BuildImageMojo.java
* /jib-maven-plugin-3-3-2-sources-jar/com/google/cloud/tools/jib/maven/MavenRawConfiguration.java
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* /jib-maven-plugin-3-3-2-sources-jar/com/google/cloud/tools/jib/maven/MavenSettingsServerCredentials.java
* /jib-maven-plugin-3-3-2-sources-jar/com/google/cloud/tools/jib/maven/MojoCommon.java
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* /jib-maven-plugin-3-3-2-sources-jar/com/google/cloud/tools/jib/maven/MavenExtensionData.java
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* /jib-maven-plugin-3-3-2-sources-jar/com/google/cloud/tools/jib/maven/skaffold/CheckJibVersionMojo.java
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1.418 pax-utils 1.3.8-r1

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1.419 xz 5.6.3

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==========

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1.421 mkfontscale 1.2.3-r1

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1.424 jackson 2.17.3

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers.

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1.426 jboss-logging 3.6.1.Final

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1.427 gnutls 3.8.8-r0

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##
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1.428 tomli 2.2.1

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1.431 es-define-property 1.0.1

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1.432 libxtst 1.2.5-r0

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1.433 libxi 1.8.2-r0

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1.435 jspecify 1.0.0

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Manifest-Version: 1.0
Bundle-Description: An artifact of well-specified annotations to power
static analysis checks and JVM language interop.
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Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-ManifestVersion: 2

Bundle-Name: JSpecify annotations
Bundle-SymbolicName: org.jspecify.jspecify
Bundle-Vendor: The JSpecify Authors
Bundle-Version: 1.0.0
Export-Package: org.jspecify.annotations;version="1.0.0"
Implementation-Version: 1.0.0
Import-Package: java.lang,java.lang.annotation
Multi-Release: true
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Found in path(s):
* /jspecify-1-0-0-jar/META-INF/MANIFEST.MF

1.436 nspr 4.36-r0

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*/
[subs="normal"]
....
Specification: {doctitle}

Version: {revnumber}

ifeval::["{revremark}" != ""]
Status: {revremark}
endif::[]
ifeval::["{revremark}" == ""]
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1.449 dunder-proto 1.0.1

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1.451 scanelf 1.3.8-r1

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1.453 hibernate-validator 8.0.2.Final

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* /jetty-client-12-0-13-sources-1-jar/org/eclipse/jetty/client/transport/HttpConversation.java
* /jetty-client-12-0-13-sources-1-jar/org/eclipse/jetty/client/transport/HttpResponse.java
*
 /jetty-client-12-0-13-sources-1-jar/org/eclipse/jetty/client/MultiPartRequestContent.java
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1.465 distro 1.9.0

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1.467 invoke 2.2.0

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Name: badpaletteentry
Columns: 4
#
 0   0   0   Index 3

65 38
103 62 49 Index 6
79 73 72 Index 7
114 101 97 Index 8
208 127 100 Index 9
151 144 142 Index 10
221 207 199 Index 11
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Credits
****

Keith Packard wrote the pcf driver found in XFree86. His work is at the same time the specification and the sample implementation of the PCF format. Undoubtedly, this driver is inspired from his work.
```
```

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GIMP Palette
Name: Test
Columns: 0
#
GIMP Palette
Name: badpalettefile
Columns: 4
#
0 0 0 Index 3
012345678901234567890123456789012345678901234567890123456789012345678901234567890123456789012345678901234567890123456789
103 62 49 Index 6
79 73 72 Index 7
114 101 97 Index 8
208 127 100 Index 9
151 144 142 Index 10
221 207 199 Index 11
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Julian Seward, jseward@acm.org
bzip2/libbzip2 version 1.0.8 of 13 July 2019

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Name: custompalette
Columns: 4
#
 0   0   0   Index 3
65 38 30   Index 4
103 62 49   Index 6

79 73 72 Index 7
114 101 97 Index 8
208 127 100 Index 9
151 144 142 Index 10
221 207 199 Index 11
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1.469 distlib 0.3.9

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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 (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of
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Release Derived Year Owner GPL-

	from			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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distlib has started off using some of the code from distutil2.

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1.473 error_prone_annotations 2.23.0

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Manifest-Version: 1.0
Created-By: Maven JAR Plugin 3.2.2
Build-Jdk-Spec: 17
Automatic-Module-Name: com.google.errorprone.annotations
Bundle-Description: Error Prone is a static analysis tool for Java that
catches common programming mistakes at compile-time.
Bundle-DocURL: https://errorprone.info/error_prone_annotations
Bundle-License: "Apache 2.0";link="http://www.apache.org/licenses/LICENS
E-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: error-prone annotations
Bundle-SCM: url="https://github.com/google/error-prone/error_prone_annot
ations",connection="scm:git:https://github.com/google/error-prone.git/e
rror_prone_annotations",developer-connection="scm:git:git@github.com:go
ogle/error-prone.git/error_prone_annotations",tag=HEAD
Bundle-SymbolicName: com.google.errorprone.annotations
Bundle-Vendor: Google LLC
Bundle-Version: 2.23.0
Export-Package: com.google.errorprone.annotations;uses:="javax.lang.mode
l.element";version="2.23.0",com.google.errorprone.annotations.concurren
 t;version="2.23.0"
Import-Package: javax.lang.model.element
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

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1.474 plexus-utils 3.5.1

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* /dagger-2-4-sources-2-jar/dagger/Reusable.java
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* /dagger-2-4-sources-2-jar/dagger/package-info.java
* /dagger-2-4-sources-2-jar/dagger/Subcomponent.java
* /dagger-2-4-sources-2-jar/dagger/multibindings/ClassKey.java
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/dagger-2-4-sources-2-jar/dagger/multibindings/IntKey.java
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1.483 jetty-security 11.0.24

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* org.apache.tomcat:tomcat-util-scan
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* org.eclipse.jetty.toolchain:jetty-schemas

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Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

University of Cambridge Computing Service,
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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.

All
Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python 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
2.1.2	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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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible,
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Thanks to the many outside volunteers who have worked under Guido's
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1.486 openexr-libopenexr 3.3.2-r0

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```
name: Publish Release Notice to ASWF Slack

on:
 release:
   types:
     - published
     # published should cover both 'released' and 'prereleased'

permissions:
 contents: read

jobs:
 publish:
   runs-on: ubuntu-latest
   timeout-minutes: 5

   steps:
   - name: 'Notify Slack #release-announcements'
     id: slack1
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#release-announcements"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
     uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main

   - name: 'Notify Slack #openexr'
     id: slack2
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
```

```
      slack_channel: "#openexr"
      project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
    uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main
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1.487 libsodium 1.0.20-r0

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1.488 libvdpau 1.5-r4

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name: Publish Release Notice to ASWF Slack

on:
 release:
   types:
     - published
     # published should cover both 'released' and 'prereleased'

permissions:
 contents: read

jobs:
 publish:
   runs-on: ubuntu-latest
   timeout-minutes: 5

   steps:
   - name: 'Notify Slack #release-announcements'
     id: slack1
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#release-announcements"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
     uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main

   - name: 'Notify Slack #openexr'
     id: slack2
     with:
```

```
      project_name: "OpenEXR"
      slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
      slack_channel: "#openexr"
      project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
    uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main
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 release:
   types:
     - published
     # published should cover both 'released' and 'prereleased'

permissions:
 contents: read

jobs:
 publish:
   runs-on: ubuntu-latest
   timeout-minutes: 5

   steps:
   - name: 'Notify Slack #release-announcements'
     id: slack1
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#release-announcements"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
     uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main

   - name: 'Notify Slack #openexr'
     id: slack2
     with:
       project_name: "OpenEXR"
```

```
      slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
      slack_channel: "#openexr"
      project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
    uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main
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1.493 libxt 1.3.1-r0

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1.494 x264-libs 0.164.3108-r0

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1.496 openexr 3.3.2-r0

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name: Publish Release Notice to ASWF Slack

on:
 release:

```
  types:
    - published
    # published should cover both 'released' and 'prereleased'

permissions:
 contents: read

jobs:
 publish:
   runs-on: ubuntu-latest
   timeout-minutes: 5

   steps:
   - name: 'Notify Slack #release-announcements'
     id: slack1
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#release-announcements"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
     uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main

   - name: 'Notify Slack #openexr'
     id: slack2
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#openexr"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
      uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main

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   types:
     - published
     # published should cover both 'released' and 'prereleased'

permissions:
 contents: read

jobs:
 publish:
   runs-on: ubuntu-latest
   timeout-minutes: 5

   steps:
   - name: 'Notify Slack #release-announcements'
     id: slack1
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#release-announcements"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
     uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main

   - name: 'Notify Slack #openexr'
     id: slack2
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#openexr"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
      uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main
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1.500 jetty-alpn-client 11.0.24

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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* jakarta.servlet:jakarta.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* org.ow2.asm:asm-commons
* org.ow2.asm:asm

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* org.apache.taglibs:taglibs-standard-spec
* org.apache.taglibs:taglibs-standard-impl

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* org.mortbay.jasper:apache-jsp
* org.apache.tomcat:tomcat-jasper
* org.apache.tomcat:tomcat-juli
* org.apache.tomcat:tomcat-jsp-api
* org.apache.tomcat:tomcat-el-api
* org.apache.tomcat:tomcat-jasper-el
 * org.apache.tomcat:tomcat-api
* org.apache.tomcat:tomcat-util-scan
* org.apache.tomcat:tomcat-util
* org.mortbay.jasper:apache-el
* org.apache.tomcat:tomcat-jasper-el
* org.apache.tomcat:tomcat-el-api

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* org.eclipse.jetty.toolchain:jetty-schemas

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1.504 activation-api 2.1.3

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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.)

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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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uses the
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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
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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
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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.

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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
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1.508 libsndfile 1.2.2-r2

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can
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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.

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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
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1.513 es-object-atoms 1.1.1

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1.515 @hapi/b64 5.0.0

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1.516 @hapi/boom 9.1.4

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1.518 gdkpixbuf 2.42.12-r1

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1.519 cups 2.4.11-r0

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1.520 xprop 1.2.8-r0

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and `show c' should show the appropriate
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Ty Coon, President of Vice

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1.522 libxcursor 1.2.3-r0

1.522.1 Available under license :

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1.523 jpeg-dev 9f-r0

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/*
* jquant1.c
*
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* 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 1-pass color quantization (color mapping) routines.
* These routines provide mapping to a fixed color map using equally spaced
* color values. Optional Floyd-Steinberg or ordered dithering is available.
*/

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jquant1.c
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/*
* 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.
**
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*/

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/rdppm.c
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/*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/wrbmp.c
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```
/*
* jinclude.h
*
* Copyright (C) 1991-1994, Thomas G. Lane.
* Modified 2017-2022 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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jinclude.h
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdarith.c
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcomapi.c
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```
/*
* ckconfig.c
*
* Copyright (C) 1991-1994, 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.
*/
```

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/ckconfig.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):

* /jpegsrc-v9f-tar-gz/jpeg-9f/jerror.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jddctmgr.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdmarker.c
*
* Copyright (C) 1991-1998, 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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdmarker.c
No license file was found, but licenses were detected in source scan.

```
/*
* rdbmp.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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/rdbmp.c
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/*
* rdswitch.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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/rdswitch.c
No license file was found, but licenses were detected in source scan.

/*
* jpeglib.h

*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2002-2022 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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jpeglib.h
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jfdctint.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/wrtarga.c
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/*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcmainct.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jquant2.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: FILE LIST

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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
==========

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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/filelist.txt
No license file was found, but licenses were detected in source scan.

/*
* cdjpeg.c
*
* Copyright (C) 1991-1997, 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 contains common support routines used by the IJG application
* programs (cjpeg, djpeg, jpegtran).
*/

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/cdjpeg.c
No license file was found, but licenses were detected in source scan.

/*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jpegtran.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdmerge.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2013-2022 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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdmerge.c
No license file was found, but licenses were detected in source scan.

```
/*
* jccoefct.c
```

```
*
* Copyright (C) 1994-1997, 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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jccoefct.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdatasrc.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2022 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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdatasrc.c
No license file was found, but licenses were detected in source scan.

```
/*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jmemsys.h
No license file was found, but licenses were detected in source scan.

```
/*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jmemdos.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jidctint.c
No license file was found, but licenses were detected in source scan.

/*
* jversion.h
*

```
* Copyright (C) 1991-2024, 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jversion.h
No license file was found, but licenses were detected in source scan.

```
/*
* jchuff.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2006-2023 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jchuff.c
No license file was found, but licenses were detected in source scan.

```
/*
* alternate djpeg.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2023 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/djpegalt.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdcoefct.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcinit.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.

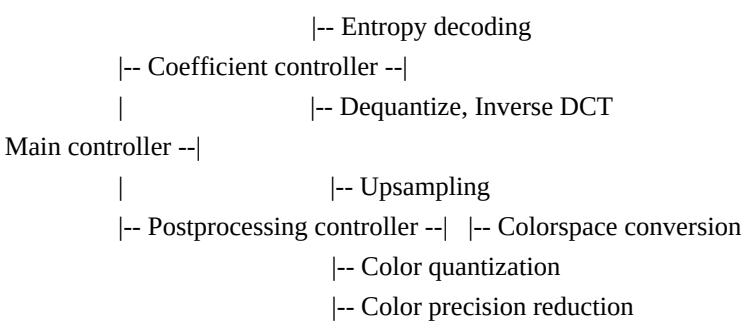
The error handler, destination manager, and progress monitor objects are
defined as separate objects in order to simplify application-specific
customization of the JPEG library. A surrounding application may override
individual methods or supply its own all-new implementation
of one of these
objects. 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:



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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/structure.txt
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/wrjpgcom.c
No license file was found, but licenses were detected in source scan.

/*
* jccolor.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2011-2023 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jccolor.c
No license file was found, but licenses were detected in source scan.

/*
* transupp.c
*
* Copyright (C) 1997-2023, 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/transupp.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jmemansi.c
No license file was found, but licenses were detected in source scan.

The Independent JPEG Group's JPEG software
==

README for release 9f of 14-Jan-2024
====================================

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) 1991-2024, 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
==========

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/jpegsr9f.zip, and
in Unix-compatible "tar.gz" archive format as
https://www.ijg.org/files/jpegsrc.v9f.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
==========

Thank to Juergen Bruder for providing me with a copy of the common DCT
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
fruitful consultations in Boston, MA and Milan, Italy.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther
Maier-Gerber, Walter Stoeber, Fred Schmitz,
and Norbert Braunagel
for corresponding business development.

Thank to Nico Zschach and Dirk Stelling of the technical support team
at the Digital Images company in Halle for providing me with extra
equipment for configuration tests.

Thank to Richard F. Lyon (then of Foveon Inc.) for fruitful
communication about JPEG configuration in Sigma Photo Pro software.

Thank to Andrew Finkenstadt for hosting the ijg.org site.

Thank to Thomas G. Lane for the original design and development
of this singular software package.

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@ijg.org.

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/README
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):

* /jpegsrc-v9f-tar-gz/jpeg-9f/transupp.h
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdapistd.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jmemdosa.asm
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/wrppm.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jmemname.c
No license file was found, but licenses were detected in source scan.

```
/*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcapistd.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jpegint.h
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jutils.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/rdgif.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jidctflt.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jmemnobs.c
No license file was found, but licenses were detected in source scan.

/*
* jcmarker.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcmarker.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/rdrle.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcsample.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: ALTERNATE USER INTERFACE FOR CJPEG/DJPEG

Copyright (C) 2020-2023, 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@ijg.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/cdaltui.txt
No license file was found, but licenses were detected in source scan.

/*
* jcmaster.c
*
* Copyright (C) 1991-1997, 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 master control logic for the JPEG compressor.
* These routines are concerned with parameter validation, initial setup,
* and inter-pass control (determining the number of passes and the work
* to be done in each pass).
*/

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcmaster.c
No license file was found, but licenses were detected in source scan.

/*
* 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.
* For conditions of distribution and use, see the accompanying README file.
*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/rdjpgcom.c
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jfdctflt.c
No license file was found, but licenses were detected in source scan.

/*
* alternate cjpeg.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2009-2023 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/cjpegalt.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jctrans.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcapimin.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcparam.c

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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdmaster.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdpostct.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdct.h
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2023 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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdct.h
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdapimin.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdtrans.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/djpeg.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/cjpeg.c
No license file was found, but licenses were detected in source scan.

/*
* jcdctmgr.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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcdctmgr.c
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/wrgif.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/libjpeg.txt
* /jpegsrc-v9f-tar-gz/jpeg-9f/install.txt
* /jpegsrc-v9f-tar-gz/jpeg-9f/coderules.txt
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdhuff.c
No license file was found, but licenses were detected in source scan.

```
/*
* wrrle.c
*
* Copyright (C) 1991-1996, 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 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,
* with updates from Robert Hutchinson.
*/
```

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/wrrle.c
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/cderror.h
No license file was found, but licenses were detected in source scan.

```
/*
* rdcolmap.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 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:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
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** implied warranty.
*/
```

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/rdcolmap.c
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```
/*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jerror.h
No license file was found, but licenses were detected in source scan.

/*
* jdcolor.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011-2023 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdcolor.c
No license file was found, but licenses were detected in source scan.

/*
* jdatadst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2022 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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdatadst.c
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcprepct.c
No license file was found, but licenses were detected in source scan.

/*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jaricom.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jmemmgr.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/cdjpeg.h
No license file was found, but licenses were detected in source scan.

/*
* jmorecfg.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
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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 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jmorecfg.h
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.
*/
```

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdsample.c
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```
/*
* rdtarga.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2017-2019 by Guido Vollbeding.
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*
* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/rdtarga.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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jcarith.c

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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jfdctfst.c

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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jmemmac.c
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```
/*
* jdinput.c
*
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* 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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdinput.c
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```
/*
* jdmainct.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 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.
*/
```

Found in path(s):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jdmainct.c
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):
* /jpegsrc-v9f-tar-gz/jpeg-9f/jidctfst.c

1.524 libxmu 1.2.1-r0

1.524.1 Available under license :

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---

src/StrToBmap.c and src/GrayPixmap.c also have:

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---

src/Clip.c and include/X11/Xmu/Lookup.h have:

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Copyright 1999 by Thomas E. Dickey <dickey@clark.net>

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---

src/reallocarray.c has:

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1.525 hicolor-icon-theme 0.18-r0

1.525.1 Available under license :

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1.528 cups-lib 2.4.11-r0

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1.529 freetype-dev 2.13.3-r0

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docs/FTL.TXT
docs/GPLv2.TXT
#
include/freetype/internal/fthash.h
#
src/base/fthash.c
src/base/md5.c
src/base/md5.h
#
src/bdf/bdf.c
src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
src/bdf/bdferror.h
src/bdf/bdflib.c
src/bdf/module.mk
src/bdf/README
src/bdf/rules.mk
#
src/pcf/module.mk

src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/ftzconf.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
#
subprojects/dlg
#
#
EOF

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1.530 pycryptodomex 3.19.1

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io.fabric8.kubernetes.client.AutoscalingAPIGroupExtensionAdapter
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io.fabric8.kubernetes.client.AuthorizationAPIGroupExtensionAdapter
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* /kubernetes-client-4-13-2-sources-2-jar/META-INF/services/io.fabric8.kubernetes.client.ExtensionAdapter
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Found in path(s):
* /kubernetes-client-4-13-2-sources-2-jar/resource-handler.vm
* /kubernetes-client-4-13-2-sources-2-jar/resource-handler-services.vm
* /kubernetes-client-4-13-2-sources-2-jar/resource-operation.vm
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jar/io/fabric8/kubernetes/client/V2beta1AutoscalingAPIGroupExtensionAdapter.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/utils/ApiVersionUtil.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/CreateListFromLoadable.java
*
 /kubernetes-client-4-13-2-sources-2-
jar/io/fabric8/kubernetes/client/extended/leaderelection/resourcelock/LeaseLock.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/utils/IOHelpers.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/TerminateTimeTailPrettyLoggable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/V1beta1NetworkAPIGroupClient.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/KubernetesListOperation.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/V1NetworkAPIGroupClient.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Inputable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/AutoscalingAPIGroupDSL.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/utils/URLUtils.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/utils/WatcherToggle.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/ServiceResource.java

* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Terminateable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Gettable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/CustomResourceList.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/PortForwarder.java
* /kubernetes-client-4-13-2-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/batch/v1beta1/CronJobOperationsImpl.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/AutoAdaptableKubernetesClient.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/informers/SharedInformerFactory.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/BytesLimitable.java
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/kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/ExtensionAdapterSupport.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/PrettyLoggable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/extended/leaderelection/LeaderElector.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/ExecWatch.java
* /kubernetes-client-4-13-2-sources-2-
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Nameable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/TimeoutImageEditReplacePatchable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/CreateOrReplaceable.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/extended/run/RunConfigUtil.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Waitable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/extended/leaderelection/package-info.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Lockable.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/AutoscalingAPIGroupClient.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Outputable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/utils/Serialization.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/TtyExecErrorChannelable.java
* /kubernetes-client-4-13-2-sources-2-
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Readable.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/NetworkAPIGroupClient.java
* /kubernetes-client-4-13-2-sources-2-
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/utils/Utils.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/CascadingEditReplacePatchDeletable.java
* /kubernetes-client-4-13-2-sources-2-
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/ExtensionsAPIGroupClient.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/URLFromClusterIPImpl.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/StatusUpdatable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/TtyExecable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/NodeMetricOperationsImpl.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/HttpClientAware.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/V1beta1NetworkAPIGroupDSL.java
* /kubernetes-client-4-13-2-sources-2-
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/ExtensionsAPIGroupDSL.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/internal/readiness/ReadinessWatcher.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/BaseClient.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/TailPrettyLoggable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/CustomResourceDoneable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/APIGroupExtensionAdapter.java
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/kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Listenable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Tailable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/base/OperationContext.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/Config.java
* /kubernetes-client-4-13-2-sources-2-
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/MixedOperation.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/informers/cache/Indexer.java

* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Cascading.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/ImageEditReplacePatchable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Patchable.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/informers/ResyncRunnable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/AppsAPIGroupClient.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/SettingsAPIGroupClient.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/V1APIGroupExtensionAdapter.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/internal/PatchUtils.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/SettingsAPIGroupDSL.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/ExecListenable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Copiable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/BatchAPIGroupDSL.java
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 /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/Adapters.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/extended/leaderelection/LeaderCallbacks.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/RecreateFromServerGettable.java
* /kubernetes-client-4-13-2-sources-2-
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/PolicyAPIGroupDSL.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/RecreateCreateable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/BatchAPIGroupClient.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/RollableScalableResource.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/MetricAPIGroupExtensionAdapter.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Uploadable.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/ExecListener.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/utils/DeleteAndCreateHelper.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/V1ApiextensionAPIGroupDSL.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/ServiceToURLProvider.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/internal/SSLUtils.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Evictable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/internal/readiness/Readiness.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Parameterizable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/utils/PodStatusUtil.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/StorageAPIGroupClient.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/informers/EventType.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/internal/CertUtils.java
* /kubernetes-client-4-13-2-sources-2-
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Timestampable.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/VersionInfo.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/FromServerable.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/WatchListDeletable.java
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* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/OperationInfo.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/utils/BackwardsCompatibilityInterceptor.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/uploadable/PodUpload.java
* /kubernetes-client-4-13-2-sources-2-jar/io/fabric8/kubernetes/client/dsl/Secretable.java
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1.532 flightrecorder 8.3.1

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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/IChunkLoader.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/model/Transition.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/InvalidJfrFileException.java

* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/UTFStringParser.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/IValueReader.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/ChunkMetadata.java
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jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/model/EventTypeDescriptor.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/BooleanReader.java

* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/util/JfrInternalConstants.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/stacktrace/messages/internal/Messages.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/JfrAttributes.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/RepositoryBuilder.java
* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/parser/IEventSinkFactory.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/ItemBuilder.java
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 /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/parser/filter/FilterExtension.java
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jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/factories/GlobalObjectPool.java
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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/parser/IParserExtension.java
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1.533 common 8.3.1

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name: Publish Release Notice to ASWF Slack

on:
 release:
  types:
   - published
   # published should cover both 'released' and 'prereleased'

permissions:
 contents: read

```
jobs:
 publish:
   runs-on: ubuntu-latest
   timeout-minutes: 5

   steps:
   - name: 'Notify Slack #release-announcements'
     id: slack1
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#release-announcements"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
     uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main

   - name: 'Notify Slack #openexr'
     id: slack2
     with:
       project_name: "OpenEXR"
       slack_bot_token: ${{ secrets.SLACK_BOT_TOKEN }}
       slack_channel: "#openexr"
       project_logo: "https://artwork.aswf.io/projects/openexr/icon/color/openexr-icon-color.png"
      uses: jmertic/slack-release-notifier@7ed1272d4b089a8987b4c6880604cf63287b68b8 # main

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1.545 systemd 3.2.14-r5

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1.546 visual-studio-runtime 14.42.34433

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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 https://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 https://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.

All
Python releases are Open Source (see https://opensource.org for
the Open Source Definition). Historically, most, but not all, Python

releases have also been GPL-compatible; the table below summarizes
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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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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible,
because its license has a choice of law clause. According to
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Thanks to the many outside volunteers who have worked under Guido's
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- Chris McDonough, 2011/02/16
- Wichert Akkerman, 2012/02/02

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A. HISTORY OF THE SOFTWARE
==========

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 (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of
the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python 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
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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
2.7	2.6	2010	PSF	yes

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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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Packager: bdist_wheel
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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 (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of
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2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
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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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==========

The Distutils2 project was started by Tarek Ziad and is currently
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distlib has started off using some of the code from distutil2.

If you're making a patch, please add your name below in alphabetical order,
and welcome into the Fellowship of the Packaging!

Thanks to:

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- Ali Afshar
- David Barnett
- Pior Bastida
- Anthony Baxter
- Erik Bray
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Metadata-Version: 1.0
Name: setuptools
Version: 0.6c9
Summary: Download, build, install, upgrade, and uninstall Python packages -- easily!
Home-page: http://pypi.org/pypi/setuptools
Author: Phillip J. Eby
Author-email: distutils-sig@python.org
License: PSF or ZPL
Description: ================================

Installing and Using Setuptools

==========

.. contents:: **Table of Contents**

Installation Instructions

Windows

=======

Install setuptools using the provided ``.exe`` installer. If you've previously installed older versions of setuptools, please delete all ``setuptools*.egg`` and ``setuptools.pth`` files from your system's ``site-packages`` directory (and any other ``sys.path`` directories) FIRST.

If you are upgrading a previous version of setuptools that was installed using an ``.exe`` installer,
please be sure to also *uninstall that older version*
via your system's "Add/Remove Programs" feature, BEFORE installing the newer version.

Once installation is complete, you will find an ``easy_install.exe`` program in your Python ``Scripts`` subdirectory. Be sure to add this directory to your ``PATH`` environment variable, if you haven't already done so.

RPM-Based Systems

==========

Install setuptools using the provided source RPM. The included ``.spec`` file assumes you are installing using the default ``python`` executable, and is not specific to a particular Python version. The ``easy_install`` executable will be installed to a system ``bin`` directory such as ``/usr/bin``.

If you wish to install to a location other than the default Python
installation's default ``site-packages`` directory (and ``$prefix/bin`` for
scripts), please use the ``.egg``-based
installation approach described in the
following section.

Cygwin, Mac OS X, Linux, Other
==========

1. Download the appropriate egg for your version of Python (e.g.
``setuptools-0.6c9-py2.4.egg``). Do NOT rename it.

2. Run it as if it were a shell script, e.g. ``sh setuptools-0.6c9-py2.4.egg``.
Setuptools will install itself using the matching version of Python (e.g.
``python2.4``), and will place the ``easy_install`` executable in the
default location for installing Python scripts (as determined by the
standard distutils configuration files, or by the Python installation).

If you want to install setuptools to somewhere other than ``site-packages`` or
your default distutils installation locations for libraries and scripts, you
may include EasyInstall command-line options such as ``--prefix``,
``--install-dir``, and so on, following the ``.egg`` filename
on the same
command line. For example::

sh setuptools-0.6c9-py2.4.egg --prefix=~

You can use ``--help`` to get a full options list, but we recommend consulting
the `EasyInstall manual`_ for detailed instructions, especially `the section
on custom installation locations`_.

.. _EasyInstall manual: http://peak.telecommunity.com/DevCenter/EasyInstall
.. _the section on custom installation locations: http://peak.telecommunity.com/DevCenter/EasyInstall#custom-installation-locations

Cygwin Note

If you are trying to install setuptools for the **Windows** version of Python
(as opposed to the Cygwin version that lives in ``/usr/bin``), you must make
sure that an appropriate executable (``python2.3``, ``python2.4``, or
``python2.5``) is on your **Cygwin** ``PATH`` when invoking the egg. For
example, doing the following at a Cygwin bash prompt will install setuptools
for the **Windows** Python found at ``C:\\Python24``::

ln -s /cygdrive/c/Python24/python.exe python2.4
PATH=.:$PATH sh setuptools-0.6c9-py2.4.egg
rm python2.4

Downloads
=========

All setuptools downloads can be found at `the project's home page in the Python
Package Index`_. Scroll to the very bottom of the page to find the links.

.. _the project's home page in the Python Package Index: http://pypi.org/pypi/setuptools

In addition to the PyPI downloads, the development version of ``setuptools``
is available from the `Python SVN sandbox`_, and in-development versions of the
`0.6 branch`_ are available as well.

.. _0.6 branch: http://svn.python.org/projects/sandbox/branches/setuptools-0.6/#egg=setuptools-dev06

.. _Python SVN sandbox: http://svn.python.org/projects/sandbox/trunk/setuptools/#egg=setuptools-dev

---
Using
Setuptools and EasyInstall

Here are some of the available manuals, tutorials, and other resources for
learning about Setuptools, Python Eggs, and EasyInstall:

* `The EasyInstall user's guide and reference manual`_
* `The setuptools Developer's Guide`_
* `The pkg_resources API reference`_
* `Package Compatibility Notes`_ (user-maintained)
* `The Internal Structure of Python Eggs`_

Questions, comments, and bug reports should be directed to the `distutils-sig
mailing list`_. If you have written (or know of) any tutorials, documentation,
plug-ins, or other resources for setuptools users, please let us know about
them there, so this reference list can be updated. If you have working,
tested patches to correct problems or add features, you may submit them to
the `setuptools bug tracker`_.

.. _setuptools bug tracker: http://bugs.python.org/setuptools/
.. _Package Compatibility Notes: http://peak.telecommunity.com/DevCenter/PackageNotes
.. _The Internal Structure of Python Eggs: http://peak.telecommunity.com/DevCenter/EggFormats
.. _The setuptools Developer's Guide: http://peak.telecommunity.com/DevCenter/setuptools
.. _The pkg_resources API reference: http://peak.telecommunity.com/DevCenter/PkgResources
.. _The EasyInstall user's guide and reference manual: http://peak.telecommunity.com/DevCenter/EasyInstall

.. _distutils-sig mailing list: http://mail.python.org/pipermail/distutils-sig/

Credits
---

* The original design for the ``.egg`` format and the ``pkg_resources`` API was co-created by Phillip Eby and Bob Ippolito. Bob also implemented the first version of ``pkg_resources``, and supplied the OS X operating system version compatibility algorithm.

* Ian Bicking implemented many early "creature comfort" features of easy_install, including support for downloading via Sourceforge and Subversion repositories. Ian's comments on the Web-SIG about WSGI application deployment also inspired the concept of "entry points" in eggs, and he has given talks at PyCon and elsewhere to inform and educate the community about eggs and setuptools.

* Jim Fulton contributed time and effort to build automated tests of various aspects of ``easy_install``, and supplied the doctests for the command-line ``.exe`` wrappers on Windows.

* Phillip J. Eby is the principal author and maintainer of setuptools, and first proposed the idea of an importable binary distribution format for Python application plug-ins.

* Significant parts of the implementation of setuptools were funded by the Open Source Applications Foundation, to provide a plug-in infrastructure for the Chandler PIM application. In addition, many OSAF staffers (such as Mike "Code Bear" Taylor) contributed their time and stress as guinea pigs for the use of eggs and setuptools, even before eggs were "cool". (Thanks, guys!)

Keywords: CPAN PyPI distutils eggs package management
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* /paranamer-2-5-1-sources-1-jar/com/thoughtworks/paranamer/DefaultParanamer.java
*
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1.563 zstd 1.5.7-r0

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1.566 nghttp2 1.65.0-r0

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1.567 pkgconf 2.4.3-r0

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pnm2png / png2pnm --- conversion from PBM/PGM/PPM-file to PNG-file

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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/RollingFileAppender.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/GenericXMLConfigurator.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/TimeBasedArchiveRemover.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/ExecutorServiceUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ImplicitModelDataForComplexProperty.java
*
/logback-core-1-5-18-sources-
jar/ch/qos/logback/core/rolling/SizeAndTimeBasedFileNamingAndTriggeringPolicy.java
* /logback-core-1-5-18-sources-
jar/ch/qos/logback/core/rolling/DefaultTimeBasedFileNamingAndTriggeringPolicy.java
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Found in path(s):
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/ModelHandlerBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/util/ParentTag_Tag_Class_Tuple.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/ComponentModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/conditional/ThenModelHandler.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/ImportModel.java
*
 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/DefineModelHandler.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/NOPModelHandler.java
* /logback-core-1-5-18-sources-
jar/ch/qos/logback/core/model/processor/SequenceNumberGeneratorModelHandler.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/ShutdownHookModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/conditional/ThenAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/AppenderRefDependencyAnalyser.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/StatusListenerModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/recovery/RecoveryListener.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/HardenedObjectInputStream.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/conditional/IfAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/JoranConfiguratorBase.java
*
 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/conditional/ElseAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/TimeBasedFileNamingAndTriggeringPolicy.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/EventEvaluatorModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/sanity/SanityChecker.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/DefineModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ImplicitModelAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/SequenceNumberGeneratorModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/ShutdownHookModelHandler.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/conditional/IfModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/SiftModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/ModelConstants.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/InsertFromJNDIModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/conditional/IfModelHandler.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/BaseModelAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/conditional/ElseModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/Model.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/ProcessingPhase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/ModelHandlerFactoryMethod.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/ErrorCodes.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/PhaseIndicator.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/conditional/ElseModelHandler.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/RefContainerDependencyAnalyser.java

*
 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/NamedModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/TimeBasedRollingPolicy.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/ModelInterpretationContext.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/AppenderModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/DependencyDefinition.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/util/TagUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/TimestampModelHandler.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/TimestampModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/ImplicitModel.java
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Found in path(s):
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/SizeAndTimeBasedFNATP.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/IncludeModelHandler.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/MD5Util.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/LengthCounterBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/ConversionRuleModelHandler.java
*
 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/testUtil/RunnableWithCounterAndDone.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/util/PropertyModelHandlerHelper.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ResourceAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/ConversionRuleModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/ModelUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/util/VariableSubstitutionsHelper.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/util/AggregationAssessor.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/testUtil/AbstractMultiThreadedHarness.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/ResourceModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/ContextAwarePropertyContainer.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/HttpUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/StringUtil.java
*
 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/ConverterSupplierByClassName.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/ResourceHandlerBase.java

* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/LengthCounter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/StatusPrinter2.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/NamedComponentModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/AppenderRefModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/AppenderModelHandler.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/DefaultProcessor.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/helpers/CyclicBuffer.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/PropertySetterException.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/BoldWhiteCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/AbstractComponentTracker.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/StatusListenerAction.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/LocationUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/parser/TokenStream.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/SSLNestedComponentRegistryRules.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/SMTPAppenderBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/SocketConnector.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/read/ListAppender.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/ArchiveRemover.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/AutoFlushingObjectWriter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/html/HTMLLayoutBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/subst/Parser.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/Compressor.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/SyslogConstants.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/helpers/NOPAppender.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/hook/ShutdownHookBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/RollingPolicyBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/SystemInfo.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/boolex/EventEvaluator.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/HostClassAndPropertyDouble.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/PreSerializationTransformer.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/ConfigurableSSLServerSocketFactory.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/DynamicConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/JoranException.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/filter/AbstractMatcherFilter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/SSL.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/BoldBlueCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/ElementSelector.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/KeyStoreFactoryBean.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/SiftAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/boolex/EvaluationException.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/TriggeringPolicyBase.java

* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/ErrorStatus.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/FormattingConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/ComponentTracker.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/util/IEscapeUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/IncompatibleClassException.java
*
/logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/ConsoleTarget.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/OptionHelper.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/DefaultSocketConnector.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/TimestampAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/parser/OptionTokenizer.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ActionUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/CharSequenceState.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/parser/Parser.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/PeriodicityType.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/ScanException.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/RollingPolicy.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/SequenceNumberGeneratorAction.java
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/logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/ConfigurableSSLSocketFactory.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/UnsynchronizedAppenderBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/GreenCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/PropertyDefinerBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/RemoteReceiverStreamClient.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/LogbackException.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/AppenderRefAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/sift/AppenderFactory.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/AbstractSocketAppender.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/subst/Node.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/CoreConstants.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/InfoStatus.java
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/logback-core-1-5-18-sources-jar/ch/qos/logback/core/boolex/Matcher.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/LogbackLock.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/Duration.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/SpacePadder.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/ClientVisitor.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/RemoteReceiverServerListener.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/BlueCompositeConverter.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/ANSIConstants.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/helpers/Transform.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ImplicitModelData.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/subst/Token.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/ContextAwareBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/MagentaCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/parser/FormattingNode.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/YellowCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/FormatInfo.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/RemoteReceiverClient.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/RollingCalendar.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/RolloverFailure.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/Converter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/ActionException.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/node/ComponentNode.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/subst/NodeToStringTransformer.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/BoldGreenCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/PatternLayoutBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/StatusListener.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/WarnStatus.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ShutdownHookAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/sift/SiftProcessor.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/LayoutBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/Status.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/ContextUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/SyslogOutputStream.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/hook/DefaultShutdownHook.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/TriggeringPolicy.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/BasicStatusManager.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/FileStoreUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/filter/EvaluatorFilter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/hook/ShutdownHook.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/ConsoleAppender.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/sift/AppenderTracker.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/OnErrorConsoleStatusListener.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/GrayCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/FilterAttachableImpl.java
*

/logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/util/AsIsEscapeUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/SaxEventInterpreter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/RenameUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/TokenConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/DefaultClass.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/FileAppender.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/sift/AppenderFactoryUsingSiftModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/DefinePropertyAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/StatusBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/encoder/EchoEncoder.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/filter/Filter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/SSLConfigurableSocket.java
*
/logback-core-1-5-18-sources-jar/ch/qos/logback/core/encoder/EncoderBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/recovery/ResilientSyslogOutputStream.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/property/FileExistsPropertyDefiner.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ImcplicitActionDataForBasicProperty.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/event/BodyEvent.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/SimpleRuleStore.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/CyanCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/FileFilterUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/LiteralConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/ForegroundCompositeConverterBase.java
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/logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/IncludeAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/AppenderAttachableImpl.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/TrustManagerFactoryFactoryBean.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/util/AlmostAsIsEscapeUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/Appender.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/CyclicBufferTracker.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/parser/CompositeNode.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/util/StringToObjectConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/DatePatternToRegexUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/ViewStatusMessagesServletBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/event/EndEvent.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/CompositeConverter.java
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/logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/NewRuleAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/LifeCycleManager.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/CharSequenceToRegexMapper.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/helpers/ThrowableToStringArray.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/JoranConstants.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/util/RegularEscapeUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/html/NOPThrowableRenderer.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/property/ResourceExistsPropertyDefiner.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/MonoTypedConverter.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/CachingDateFormatter.java

*
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/BoldYellowCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/SizeAndTimeBasedRollingPolicy.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/read/CyclicBufferAppender.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/StatusListenerConfigHelper.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/parser/Compiler.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/util/PropertySetter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/PatternLayoutEncoderBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/StringCollectionUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ImportAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/event/SaxEvent.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/NoAutoStart.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/ContextAwareImpl.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/encoder/NonClosableInputStream.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/event/StartEvent.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/DynamicClassLoadingException.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/OutputStreamAppender.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/html/CssBuilder.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/SSLServerSocketAppenderBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/RedCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/SyslogAppenderBase.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/SSLContextFactoryBean.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/Layout.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/ServerSocketListener.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/event/SaxEventRecorder.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/PropertyDefiner.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/AppenderBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/OnPrintStreamStatusListenerBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/PropertyAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/ContentTypeUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/ElementPath.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/NOPAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/FileSize.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/XMLUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/AggregationType.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/AppenderAttachable.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/sift/DefaultDiscriminator.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/ConfigurationWatchList.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/parser/Node.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/ReplacingCompositeConverter.java

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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/SecureRandomFactoryBean.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/EventPlayer.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/FilterReply.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/recovery/ResilientOutputStreamBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/ContextBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/PostCompileProcessor.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/JNDIUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/StatusListenerAsList.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/spi/RuleStore.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/boolex/EventEvaluatorBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/Loader.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/Action.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/IntegerTokenConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/WhiteCompositeConverter.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/IdentityCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/ServerRunner.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/subst/Tokenizer.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/BlackCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ConversionRuleAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/FileUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/DefaultInvocationGate.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/html/IThrowableRenderer.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/util/RestrictedEscapeUtil.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/encoder/Encoder.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/ConcurrentServerRunner.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/EventEvaluatorAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/CompressionMode.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/DelayStrategy.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/recovery/RecoveryCoordinator.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/RemoteReceiverServerRunner.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/StatusManager.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/spi/FilterAttachable.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/OnConsoleStatusListener.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/conditional/Condition.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/PreconditionValidator.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/DateTokenConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/server/ServerListener.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/SizeBasedTriggeringPolicy.java
* /logback-core-1-5-18-sources-

jar/ch/qos/logback/core/rolling/TimeBasedFileNamingAndTriggeringPolicyBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/encoder/LayoutWrappingEncoder.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/color/BoldRedCompositeConverter.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/util/ConfigurationWatchListUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/FileNamePattern.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/layout/EchoLayout.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/recovery/ResilientFileOutputStream.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/sift/Discriminator.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/encoder/ByteArrayUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/pattern/ConverterUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ParamAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/KeyManagerFactoryFactoryBean.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/net/ssl/SSLConfiguration.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/CloseUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/conditional/PropertyWrapperForScripts.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/status/NopStatusListener.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/sift/AbstractDiscriminator.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/util/TimeUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/ContextPropertyAction.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/conditional/PropertyEvalScriptBuilder.java
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Found in path(s):
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/XZCompressionStrategy.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/GZCompressionStrategy.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/CompressionStrategy.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/CompressionStrategyBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/rolling/helper/ZipCompressionStrategy.java
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* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/testUtil/XTeeOutputStream.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/testUtil/DummyEncoder.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/SerializeModelModel.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/ModelClassToModelHandlerLinkerBase.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/joran/action/SerializeModelAction.java
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 /logback-core-1-5-18-sources-jar/ch/qos/logback/core/encoder/JsonEscapeUtil.java
* /logback-core-1-5-18-sources-jar/ch/qos/logback/core/model/processor/SerializeModelModelHandler.java

1.572 alpine-baselayout 3.7.0-r0

1.572.1 Available under license :

```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Francesco Colista <francesco.colista@gmail.com>
# Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends="    "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
```

```
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test
}

package() {
 cd "$_builddir"
 make
 DESTDIR="$pkgdir" install || return 1
 find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="0c5fd53d93818566234578b27d667b35  Software-License-0.103004.tar.gz"
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

_builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 cd "$_builddir"
 update_config_sub || return 1
}
build() {
 cd "$_builddir"
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  || return 1
 make || return 1
}
```

```
package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

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Automatically generated by apkbuild-cpan, template 1
Contributor: Valery Kartel <valery.kartel@gmail.com>
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pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=2
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends=" "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"

```
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
 find "$pkgdir"
 \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012  BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06  BSD-Resource-
1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd
85743363750157943c7f7700276cce2bd40a429fa430  BSD-Resource-1.2909.tar.gz"
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pkgname=py-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.0
pkgrel=1
pkgdesc="Extension for flake8 which checks for copyrights"
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="flake8"
makedepends="python3-dev"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

build() {
 cd "$builddir"
 python3 setup.py build || return 1
}

package() {
 cd "$builddir"
 python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1
}

md5sums="c6348990c6d74933bf5d5f6a55a14bdf flake8-copyright-0.2.0.tar.gz"
sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73 flake8-copyright-0.2.0.tar.gz"
sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e2417b586e543bfba12abce256b2023c8c4993eeb90
  flake8-copyright-0.2.0.tar.gz"
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1.573 jcl-over-slf4j 2.0.17

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1.574 universalify 0.1.2

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1.575 openh264 2.6.0-r0

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1.576 asynckit 0.4.0

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1.578 jna 5.17.0

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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.

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 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.

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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

That's all there is to it!

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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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Version 3, 29 June 2007

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An "Application" is any work that makes use of an interface provided by the Library, but which is not otherwise based on the Library. Defining a subclass of a class defined by the Library is deemed a mode of using an interface provided by the Library.

A "Combined Work" is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the "Linked Version".

The "Minimal Corresponding Source" for a Combined Work means the Corresponding Source
for the Combined Work, excluding any source code
for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.

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You may convey a covered work under sections 3 and 4 of this License without being bound by section 3 of the GNU GPL.

2. Conveying Modified Versions.

If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version:

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3. Object Code Incorporating Material from Library Header Files.

The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following:

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d) Do one of the following:

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manner specified by section 6 of the GNU GPL for conveying
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1) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (a) uses at run time
a copy of the Library already present on the user's computer
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e) Provide Installation Information, but only if you would otherwise
be required to provide such information under section 6 of the
GNU GPL, and only to the extent that such information is
necessary to install and execute a modified version of the
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Application with a modified version of the Linked Version. (If
you use option 4d0, the Installation Information must accompany
the Minimal Corresponding Source and Corresponding Application
Code. If you use option 4d1, you must provide the Installation
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for conveying Corresponding Source.)

5. Combined Libraries.

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 that are not Applications and are not covered by this
License, and convey such a combined library under terms of your
choice, if you do both of the following:

a) Accompany the combined library with a copy of the same work based
on the Library, uncombined with any other library facilities,
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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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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
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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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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
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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

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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
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.)

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

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

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
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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
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c) If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above
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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.lowagie' to 'clover.com.lowagie'. 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.

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1.579 xz 5.8.1-r0

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package main

import (
 "bufio"
 "bytes"
 "flag"
 "fmt"
 "io"
 "log"
 "os"
 "path/filepath"
 "strings"
)

const crUsageString = `xb copyright [options] <path>....

The xb copyright command adds a copyright remark to all go files below path.

 -h  prints this message and exits
`


func crUsage(w io.Writer) {
 fmt.Fprint(w, crUsageString)
}

const copyrightText = `
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`
```

```
func goComment(text string) string {
 buf := new(bytes.Buffer)
 scanner := bufio.NewScanner(strings.NewReader(text))
 var err error
 for scanner.Scan() {
  s := strings.TrimSpace(scanner.Text())
  if len(s) == 0 {
   continue
  }
  if _, err = fmt.Fprintln(buf, "//", s); err != nil {
   panic(err)
  }
 }
 if err
 = scanner.Err(); err != nil {
  panic(err)
 }
 if _, err = fmt.Fprintln(buf); err != nil {
  panic(err)
 }
 return buf.String()
}

var goCopyright = goComment(copyrightText)

func addCopyright(path string) (err error) {
 log.Printf("adding copyright to %s", path)
 src, err := os.Open(path)
 if err != nil {
  return err
 }
 defer func() {
  cerr := src.Close()
  if cerr != nil && err == nil {
   err = cerr
  }
 }()
 newPath := path + ".new"
 dst, err := os.Create(newPath)
 if err != nil {
  return err
 }
 defer func() {
  cerr := dst.Close()
  if cerr != nil && err == nil {
   err = cerr
  }
```

```
}()
out := bufio.NewWriter(dst)
fmt.Fprint(out, goCopyright)
scanner := bufio.NewScanner(src)
line := 0
del := false
for scanner.Scan() {
 line++
 txt := scanner.Text()
 if line == 1 && strings.Contains(txt, "Copyright") {
  del = true
  continue
 }
 if del {
  s := strings.TrimSpace(txt)
  if len(s) == 0 {
   del = false
  }
  continue
 }
 fmt.Fprintln(out, txt)
}
if err = scanner.Err();
err != nil {
 return err
}
if err = out.Flush(); err != nil {
 return
}
err = os.Rename(newPath, path)
return
}

func walkCopyrights(path string, info os.FileInfo, err error) error {
 if err != nil {
  return err
 }
 if info.IsDir() {
  return nil
 }
 if !strings.HasSuffix(info.Name(), ".go") {
  return nil
 }
 return addCopyright(path)
}

func copyright() {
 cmdName := os.Args[0]
```

```
 log.SetPrefix(fmt.Sprintf("%s: ", cmdName))
 log.SetFlags(0)

 flag.CommandLine = flag.NewFlagSet(cmdName, flag.ExitOnError)
 flag.Usage = func() { crUsage(os.Stderr); os.Exit(1) }

 help := flag.Bool("h", false, "")

 flag.Parse()

 if *help {
  crUsage(os.Stdout)
  os.Exit(0)
 }

 for _, path := range flag.Args() {
  fi, err := os.Stat(path)
  if err != nil {
   log.Print(err)
   continue
  }
  if !fi.IsDir() {
   log.Printf("%s is not a directory", path)
   continue
  }
  if err = filepath.Walk(path, walkCopyrights); err != nil {
   log.Fatalf("%s error %s", path, err)
  }
 }
}
package main

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1.580 c-ares 1.34.5-r0

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1.581 commons-codec 1.14

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1.582 truststore 0.10.1

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1.585 giflib 5.2.2-r1

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1.587 servlet-api 3.0.1

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1.590 linux-headers 6.14.2-r0

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	GL/glxext.h	Khronos
	GL/wglext.h	Khronos
	KHR/khrplatform.h	Khronos

****

---
include/GL/gl.h :

Mesa 3-D
graphics library

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include/GL/glxext.h
include/GL/wglxext.h :

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see https://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 https://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
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1.606 ncurses 6.5_p20250503-r0

1.606.1 Available under license :

```
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
```

```
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
```

```
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

```
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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```

```
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
```

```
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{         \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}         \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{         \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
```

```
 }      \
 }
 else       \
  elm = NULL;      \
 return (elm);      \
}       \
       \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{       \
 name##_SPLAY_MINMAX(head, val);     \
      return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;      \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else      \
     return ((head)->sph_root);    \
  }        \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
```

```
 return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}         \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
```

```
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
```

```
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {       \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)
```

```
#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
```

```
 RB_AUGMENT(RB_PARENT(tmp, field));  \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
```

```
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {    \
   tmp = RB_RIGHT(parent, field);    \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
```

```
 } else {     \
  if (RB_RIGHT(tmp, field) == NULL || \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
   struct type *oleft;  \
   if ((oleft = RB_LEFT(tmp, field)) \
       != NULL)   \
    RB_COLOR(oleft, field) = RB_BLACK;\
   RB_COLOR(tmp, field) = RB_RED; \
   RB_ROTATE_RIGHT(head, tmp, oleft, field);\
   tmp = RB_RIGHT(parent, field); \
  }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_RIGHT(tmp, field))  \
   RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
  RB_ROTATE_LEFT(head, parent, tmp, field);\
  elm = RB_ROOT(head);   \
  break;     \
 }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
  if (RB_LEFT(tmp, field) == NULL || \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
   struct type *oright;  \
   if ((oright = RB_RIGHT(tmp, field)) \
       != NULL)   \
    RB_COLOR(oright, field) = RB_BLACK;\
   RB_COLOR(tmp, field) = RB_RED; \
   RB_ROTATE_LEFT(head, tmp, oright, field);\
   tmp = RB_LEFT(parent, field); \
  }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_LEFT(tmp, field))  \
```

```
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}        \
if
(elm)       \
 RB_COLOR(elm, field) = RB_BLACK;   \
}        \
       \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
```

```
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
```

```
 else       \
  return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
```

```
 else if (comp > 0)     \
  tmp =
 RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
```

```
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))
```

```
#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
```

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"

```
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

1.607 libuv 1.51.0-r0

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#define UV_PLATFORM_FS_EVENT_FIELDS                                   \
 uv__io_t event_watcher;                                              \

#define UV_IO_PRIVATE_PLATFORM_FIELDS                                 \
 int rcount;                                                          \
 int wcount;                                                          \

#define UV_HAVE_KQUEUE 1

#endif /* UV_BSD_H */
```

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1.608 libxml2 2.13.8-r0

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1.609 elfutils 0.193-r0

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<http://www.gnu.org/licenses/>. */

/* Use the Sequent Symmetry assembler syntax. */

/* Define the syntax of pseudo-ops, labels and comments. */

/* Prefix for internally generated assembler
labels. If we aren't using
underscores, we are using prefix `.'s to identify labels that should

```
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu  */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size.  */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t"  /* Should not be used for 32bit compilation.  */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */

#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif
```

```
/* This is how to output an assembler line
   that says to advance the location counter
   to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
   the symbol_ref name of an internal numbered
  label where
   PREFIX is the class of label and NUM is the number within the class.
   This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
    sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
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   License along with this program; if not, write to the Free Software
   Foundation, Inc., 51 Franklin Street - Fifth Floor, Boston, MA
   02110-1301, USA.  */
```

```
#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
  difficult for the compiler to generate a call to this.  These are
  used as arguments to the function __VLTChangePermission, declared
  below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
 be 4, 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif



#endif /* __VTV_H__ */
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6. Google double-conversion

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Version 3, 29 June 2007

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#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

/* This file uses _GL_ATTRIBUTE_PURE. */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif

#include <stddef.h>

#ifndef
 DOUBLE_SLASH_IS_DISTINCT_ROOT
define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
#endif

#ifdef __cplusplus

```
extern "C" {
#endif


/* Return the address of the last file name component of FILENAME.
  If FILENAME has some trailing slash(es), they are considered to be
  part of the last component.
  If FILENAME has no relative file name components because it is a file
  system root, return the empty string.
  Examples:
          FILENAME     RESULT
          "foo.c"      "foo.c"
          "foo/bar.c"  "bar.c"
          "/foo/bar.c" "bar.c"
          "foo/bar/"   "bar/"
          "foo/bar//"  "bar//"
          "/"          ""
          "//"         ""
          ""           ""
  The return value is a tail of the given FILENAME; do NOT free() it!  */

/* This function was traditionally called 'basename', but we avoid this
  function name because
    * Various platforms have different functions in their libc.
      In particular, the glibc basename(),
 defined in <string.h>, does
      not consider trailing slashes to be part of the component:
          FILENAME     RESULT
          "foo/bar/"   ""
          "foo/bar//"  ""
    * The 'basename' command eliminates trailing slashes and for a root
      produces a non-empty result:
          FILENAME     RESULT
          "foo/bar/"   "bar"
          "foo/bar//"  "bar"
          "/"          "/"
          "//"         "/"
*/
extern char *last_component (char const *filename) _GL_ATTRIBUTE_PURE;

/* Return the length of the basename FILENAME.
  Typically FILENAME is the value returned by base_name or last_component.
  Act like strlen (FILENAME), except omit all trailing slashes.  */
extern size_t base_len (char const *filename) _GL_ATTRIBUTE_PURE;


#ifdef __cplusplus
} /* extern "C" */
```

#endif

#endif /* _BASENAME_LGPL_H */
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1.616 pcre2 10.43-r1

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Bnd-LastModified: 1717253512851
Build-Jdk-Spec: 1.8
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Bundle-ManifestVersion: 2
Bundle-Name: Java Concurrency Tools Core Library
Bundle-SymbolicName: org.jctools.core
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Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: org.jctools.maps;version="4.0.5",org.jctools.util;vers
ion="4.0.5";uses:="sun.misc",org.jctools.queues;version="4.0.5",org.j
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ctools.queues.atomic.unpadded;version="4.0.5";uses:="org.jctools.queu
es",org.jctools.queues.unpadded;version="4.0.5";uses:="org.jctools.qu
eues",org.jctools.counters;version="4.0.5"
Import-Package: sun.misc;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-6.3.1.202206071316

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1.624 musl-utils 1.2.5-r10

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<http://www.gnu.org/licenses/>. */

/* Use the Sequent Symmetry assembler syntax. */

/* Define the syntax of pseudo-ops, labels and comments. */

/* Prefix for internally generated assembler
labels. If we aren't using
underscores, we are using prefix `.'s to identify labels that should

```
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu  */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size.  */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t"  /* Should not be used for 32bit compilation.  */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */

#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif
```

```
/* This is how to output an assembler line
   that says to advance the location counter
   to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
   the symbol_ref name of an internal numbered
  label where
   PREFIX is the class of label and NUM is the number within the class.
   This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
    sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
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   License along with this program; if not, write to the Free Software
   Foundation, Inc., 51 Franklin Street - Fifth Floor, Boston, MA
   02110-1301, USA.  */
```

```
#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
  difficult for the compiler to generate a call to this.  These are
  used as arguments to the function __VLTChangePermission, declared
  below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
 be 4, 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif



#endif /* __VTV_H__ */
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1.627 libstdc++ 14.2.0-r6

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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
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Otherwise, if the work is a derivative of the Library, you may
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Any executables containing that work also fall under Section 6,
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/* Use the Sequent Symmetry assembler syntax.  */

/* Define the syntax of pseudo-ops, labels and comments.  */

/* Prefix for internally generated assembler
 labels.  If we aren't using
  underscores, we are using prefix `.'s to identify labels that should
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu  */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size.  */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t"  /* Should not be used for 32bit compilation.  */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */

#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */
```

```
#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
  that says to advance the location counter
  to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
  the symbol_ref name of an internal numbered
 label where
  PREFIX is the class of label and NUM is the number within the class.
  This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
   sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
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  Foundation, Inc., 51 Franklin Street - Fifth Floor, Boston, MA
  02110-1301, USA.  */


#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
   difficult for the compiler to generate a call to this.  These are
   used as arguments to the function __VLTChangePermission, declared
   below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
 be 4, 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif



#endif /* __VTV_H__ */
```

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Current ncurses maintainer: Thomas Dickey <dickey@invisible-island.net>

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Current ncurses maintainer: Thomas Dickey <dickey@invisible-island.net>

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```
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  adapted to BSD conventions for symbol names and debugging.)
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/* Use the Sequent Symmetry assembler syntax.  */

/* Define the syntax of pseudo-ops, labels and comments.  */

/* Prefix for internally generated assembler
 labels.  If we aren't using
  underscores, we are using prefix `.'s to identify labels that should
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu  */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size.  */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t"  /* Should not be used for 32bit compilation.  */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */
```

```
#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
  that says to advance the location counter
  to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
  the symbol_ref name of an internal numbered
 label where
  PREFIX is the class of label and NUM is the number within the class.
  This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
   sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
```

```
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  License along with this program; if not, write to the Free Software
  Foundation, Inc., 51 Franklin Street - Fifth Floor, Boston, MA
  02110-1301, USA.  */


#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
  difficult for the compiler to generate a call to this.  These are
  used as arguments to the function __VLTChangePermission, declared
  below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
```

```
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
 be 4, 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif



#endif /* __VTV_H__ */
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1.634 musl-dev 1.2.5-r10

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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

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

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

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

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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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```
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#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

/* This file uses _GL_ATTRIBUTE_PURE.  */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif

#include <stddef.h>

#ifndef
 DOUBLE_SLASH_IS_DISTINCT_ROOT
# define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
#endif

#ifdef __cplusplus
extern "C" {
#endif


/* Return the address of the last file name component of FILENAME.
  If FILENAME has some trailing slash(es), they are considered to be
  part of the last component.
  If FILENAME has no relative file name components because it is a file
  system root, return the empty string.
  Examples:
          FILENAME      RESULT
          "foo.c"       "foo.c"
          "foo/bar.c"   "bar.c"
          "/foo/bar.c"  "bar.c"
```

```
            "foo/bar/"    "bar/"
            "foo/bar//"   "bar//"
            "/"           ""
            "//"          ""
            ""            ""
  The return value is a tail of the given FILENAME; do NOT free() it!  */

/* This function was traditionally called 'basename', but we avoid this
   function name because
     * Various platforms have different functions in their libc.
       In particular, the glibc basename(),
 defined in <string.h>, does
       not consider trailing slashes to be part of the component:
            FILENAME      RESULT
            "foo/bar/"    ""
            "foo/bar//"   ""
     * The 'basename' command eliminates trailing slashes and for a root
       produces a non-empty result:
            FILENAME      RESULT
            "foo/bar/"    "bar"
            "foo/bar//"   "bar"
            "/"           "/"
            "//"          "/"
*/
extern char *last_component (char const *filename) _GL_ATTRIBUTE_PURE;

/* Return the length of the basename FILENAME.
   Typically FILENAME is the value returned by base_name or last_component.
   Act like strlen (FILENAME), except omit all trailing slashes.  */
extern size_t base_len (char const *filename) _GL_ATTRIBUTE_PURE;



#ifdef __cplusplus
} /* extern "C" */
#endif

#endif /* _BASENAME_LGPL_H */
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1.636 alpine-baselayout-data 3.7.0-r0

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```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Francesco Colista <francesco.colista@gmail.com>
# Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends="    "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test
}

package() {
 cd "$_builddir"
 make
 DESTDIR="$pkgdir" install || return 1
 find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}
```

```
md5sums="0c5fd53d93818566234578b27d667b35  Software-License-0.103004.tar.gz"
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

_builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 cd "$_builddir"
 update_config_sub || return 1
}
build() {
 cd "$_builddir"
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  || return 1
 make || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
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# Contributor: Valery Kartel <valery.kartel@gmail.com>
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pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=2
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends="    "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test || return 1
}
```

```
package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
 find "$pkgdir"
 \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012  BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06  BSD-Resource-
1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd
85743363750157943c7f7700276cce2bd40a429fa430  BSD-Resource-1.2909.tar.gz"
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pkgname=py-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.0
pkgrel=1
pkgdesc="Extension for flake8 which checks for copyrights"
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="flake8"
makedepends="python3-dev"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

build() {
 cd "$builddir"
 python3 setup.py build || return 1
}

package() {
 cd "$builddir"
 python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1
}

md5sums="c6348990c6d74933bf5d5f6a55a14bdf  flake8-copyright-0.2.0.tar.gz"
sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73  flake8-copyright-
0.2.0.tar.gz"
sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e
2417b586e543bfba12abce256b2023c8c4993eeb90
  flake8-copyright-0.2.0.tar.gz"
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mini_sendmail - accept email on behalf of real sendmail

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1.639 sratom 0.6.18-r0

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1.641 libxrender 0.9.12-r0

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1.643 webrtc-audio-processing-2 2.1-r0

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1.649 libsm 1.2.5-r0

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1.652 alsa 1.2.14-r0

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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.

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functions (ten lines or less in length), then the use of the object
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<signature of Ty Coon>, 1 April 1990
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That's all there is to it!

1.653 ffmpeg-libavutil 6.1.2-r2

1.653.1 Available under license :

License

Most files in FFmpeg are under the GNU Lesser General Public License version 2.1 or later (LGPL v2.1+). Read the file `COPYING.LGPLv2.1` for details. Some other files have MIT/X11/BSD-style licenses. In combination the LGPL v2.1+ applies to FFmpeg.

Some optional parts of FFmpeg are licensed under the GNU General Public License version 2 or later (GPL v2+). See the file `COPYING.GPLv2` for details. None of these parts are used by default, you have to explicitly pass `--enable-gpl` to configure to activate them. In this case, FFmpeg's license changes to GPL v2+.

Specifically, the GPL parts of FFmpeg are:

- libpostproc
- optional x86 optimization in the files
  - `libavcodec/x86/flac_dsp_gpl.asm`
  - `libavcodec/x86/idct_mmx.c`
  - `libavfilter/x86/vf_removegrain.asm`
- the following building and testing tools
  - `compat/solaris/make_sunver.pl`
  - `doc/t2h.pm`
  - `doc/texi2pod.pl`
  - `libswresample/tests/swresample.c`
  - `tests/checkasm/*`
  - `tests/tiny_ssim.c`
-
 the following filters in libavfilter:
  - `signature_lookup.c`
  - `vf_blackframe.c`
  - `vf_boxblur.c`
  - `vf_colormatrix.c`
  - `vf_cover_rect.c`
  - `vf_cropdetect.c`
  - `vf_delogo.c`
  - `vf_eq.c`
  - `vf_find_rect.c`
  - `vf_fspp.c`
  - `vf_histeq.c`
  - `vf_hqdn3d.c`
  - `vf_kerndeint.c`
  - `vf_lensfun.c` (GPL version 3 or later)
  - `vf_mcdeint.c`

- `vf_mpdecimate.c`
- `vf_nnedi.c`
- `vf_owdenoise.c`
- `vf_perspective.c`
- `vf_phase.c`
- `vf_pp.c`
- `vf_pp7.c`
- `vf_pullup.c`
- `vf_repeatfields.c`
- `vf_sab.c`
- `vf_signature.c`
- `vf_smartblur.c`
- `vf_spp.c`
- `vf_stereo3d.c`
- `vf_super2xsai.c`
- `vf_tinterlace.c`
- `vf_uspp.c`
- `vf_vaguedenoiser.c`
- `vsrc_mptestsrc.c`

Should you, for whatever reason, prefer to use version 3 of the (L)GPL, then the configure parameter `--enable-version3` will activate this licensing option for you. Read the file `COPYING.LGPLv3`
or, if you have enabled GPL parts,
`COPYING.GPLv3` to learn the exact legal terms that apply in this case.

There are a handful of files under other licensing terms, namely:

* The files `libavcodec/jfdctfst.c`, `libavcodec/jfdctint_template.c` and `libavcodec/jrevdct.c` are taken from libjpeg, see the top of the files for licensing details. Specifically note that you must credit the IJG in the documentation accompanying your program if you only distribute executables. You must also indicate any changes including additions and deletions to those three files in the documentation.
* `tests/reference.pnm` is under the expat license.

External libraries

FFmpeg can be combined with a number of external libraries, which sometimes affect the licensing of binaries resulting from the combination.

Compatible libraries

The following libraries are under GPL version 2:
- avisynth
- frei0r
- libcdio

- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
-
libxavs2
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by
passing `--enable-gpl` to configure.

The following libraries are under LGPL version 3:
- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to
upgrade FFmpeg to the LGPL v3.

The VMAF, mbedTLS, RK MPI, OpenCORE and VisualOn libraries are under the Apache License
2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with
version 3 of those licenses. So to combine these libraries with FFmpeg, the
license version needs to be upgraded by passing `--enable-version3` to configure.

The smbclient library is under the GPL v3, to combine it with FFmpeg,
the options `--enable-gpl` and `--enable-version3` have to be passed to
configure to upgrade FFmpeg to the GPL v3.

Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not
compatible with the GPL and/or the LGPL. If
you wish to enable these
libraries, even in circumstances that their license may be incompatible, pass
`--enable-nonfree` to configure. This will cause the resulting binary to be
unredistributable.

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incompatible with the GPLv2 and v3. To the best of our knowledge, they are
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Version 3, 29 June 2007

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only if you received the object code with such an offer, in accord
with subsection 6b.

d) Convey the object code by offering access from a designated
place (gratis or for a charge), and offer equivalent access to the
Corresponding Source in
the same way through the same place at no
further charge. You need not require recipients to copy the
Corresponding Source along with the object code. If the place to
copy the object code is a network server, the Corresponding Source
may be on a different server (operated by you or a third party)
that supports equivalent copying facilities, provided you maintain

clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

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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1.654 libressl4.1-libtls 4.1.0-r0

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```
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
```

```
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
```

```
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

```
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LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
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 WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
SOFTWARE.
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
```

```
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

mini_sendmail - accept email on behalf of real sendmail

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```
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SUCH DAMAGE.
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}
```

```
sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html

```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
```

```
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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* SUCH DAMAGE.
*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
```

```
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
```

```
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
```

```
 for ((var) = SLIST_FIRST((head));    \
     (var) != SLIST_END(head) &&     \
     ((tvar) = SLIST_NEXT((var), field), 1);   \
     (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
     SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
```

```
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
```

```
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
```

```
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
```

```
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
```

```
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)      \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {      \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :      \
       ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {       \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {       \
```

```
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
```

```
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)  \
 if (*(head)->tqh_last != NULL)    \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)    \
 if ((elm)->field.tqe_next &&    \
    (elm)->field.tqe_next->field.tqe_prev !=  \
    &(elm)->field.tqe_next)    \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
    __FILE__, __LINE__);   \
 if (*(elm)->field.tqe_prev != (elm))   \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)  \
 if ((elm)->field.tqe_next == NULL &&   \
    (head)->tqh_last != &(elm)->field.tqe_next)  \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)   \
 (elm)->field.tqe_next = (void *)1L;   \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {     \
 (head)->tqh_first = TAILQ_END(head);   \
 (head)->tqh_last = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {  \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =  \
     &(elm)->field.tqe_next;   \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);    \
 (elm)->field.tqe_prev = &(head)->tqh_first;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
```

```
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
      (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
             (elm2)->field.tqe_next->field.tqe_prev =  \
                 &(elm2)->field.tqe_next;    \
       else       \
             (head)->tqh_last = &(elm2)->field.tqe_next;  \
```

```
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
        *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))
```

```
#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
```

```
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }        \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
```

```
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)
```

```
#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {	\
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)		\
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);	\
 (elm)->field.cqe_prev = (head)->cqh_last;	\
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))	\
  (head)->cqh_first = (elm);		\
 else		\
  (head)->cqh_last->field.cqe_next = (elm);	\
 (head)->cqh_last = (elm);		\
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {		\
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)		\
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)	\
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))	\
  (head)->cqh_last = (elm)->field.cqe_prev;	\
 else		\
  (elm)->field.cqe_next->field.cqe_prev =	\
      (elm)->field.cqe_prev;		\
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))	\
  (head)->cqh_first = (elm)->field.cqe_next;	\
 else		\
  (elm)->field.cqe_prev->field.cqe_next =	\
      (elm)->field.cqe_next;		\
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)	\
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)		\
 for ((var) = ((head)->cqh_first);		\
  (var) != CIRCLEQ_ENDC(head);		\
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)	\
 for ((var) = ((head)->cqh_last);		\
  (var) != CIRCLEQ_ENDC(head);		\
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
```

```
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif
```

```
#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"
```

```
prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
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*
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*
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* IN NO EVENT SHALL THE
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* INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT
* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
```

```
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */
```

```
#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
```

```
	return (SPLAY_ROOT(head));	\
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)	\
struct type *		\
name##_SPLAY_INSERT(struct name *head, struct type *elm)	\
{		\
  if (SPLAY_EMPTY(head)) {	\
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {		\
    int __comp;		\
    name##_SPLAY(head, elm);	\
    __comp = (cmp)(elm, (head)->sph_root);	\
    if(__comp < 0) {	\
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;	\
     SPLAY_LEFT((head)->sph_root, field) = NULL;	\
    } else if (__comp > 0) {	\
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;	\
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else	\
     return ((head)->sph_root);	\
  }		\
  (head)->sph_root = (elm);	\
  return (NULL);		\
}		\
		\
struct type *		\
name##_SPLAY_REMOVE(struct name *head, struct type *elm)	\
{		\
 struct type *__tmp;	\
 if (SPLAY_EMPTY(head))	\
  return (NULL);	\
 name##_SPLAY(head, elm);	\
 if ((cmp)(elm, (head)->sph_root) == 0) {	\
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {	\
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);	\
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }	\
```

```
 return (elm);      \
 }       \
 return (NULL);       \
}        \
        \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
```

```
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
     (x) = SPLAY_NEXT(name, head, x))
```

```
/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)      \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
```

```
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
```

```
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
```

```
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
         \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
```

```
  }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_RIGHT(tmp, field))  \
   RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
  RB_ROTATE_LEFT(head, parent, tmp, field);\
  elm = RB_ROOT(head);   \
  break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
  RB_SET_BLACKRED(tmp, parent, field); \
  RB_ROTATE_RIGHT(head, parent, tmp, field);\
  tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
  RB_COLOR(tmp, field) = RB_RED;  \
  elm = parent;    \
  parent = RB_PARENT(elm, field);  \
  } else {     \
  if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
   struct type *oright;  \
   if ((oright = RB_RIGHT(tmp, field)) \
       != NULL)   \
    RB_COLOR(oright, field) = RB_BLACK;\
   RB_COLOR(tmp, field) = RB_RED; \
   RB_ROTATE_LEFT(head, tmp, oright, field);\
   tmp = RB_LEFT(parent, field); \
  }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_LEFT(tmp, field))  \
   RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
  RB_ROTATE_RIGHT(head, parent, tmp, field);\
  elm = RB_ROOT(head);   \
  break;     \
  }      \
 }       \
}       \
if
(elm)      \
 RB_COLOR(elm, field) = RB_BLACK;   \
```

```
}       \
       \
attr struct type *      \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{       \
 struct type *child, *parent, *old = elm;   \
 int color;      \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
   RB_PARENT(RB_RIGHT(old, field), field) = elm; \
  if (parent) {      \
   left = parent;     \
   do {      \
    RB_AUGMENT(left);   \
```

```
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }      \
 goto color;     \
}       \
parent = RB_PARENT(elm, field);    \
color = RB_COLOR(elm, field);    \
if (child)      \
 RB_PARENT(child, field) = parent;  \
if (parent) {      \
 if (RB_LEFT(parent, field) == elm)  \
  RB_LEFT(parent, field) = child;  \
 else      \
  RB_RIGHT(parent,
field) = child;  \
 RB_AUGMENT(parent);    \
} else       \
 RB_ROOT(head) = child;    \
color:       \
if (color == RB_BLACK)     \
 name##_RB_REMOVE_COLOR(head, parent, child);  \
return (old);      \
}       \
       \
/* Inserts a node into the RB tree */    \
attr struct type *      \
name##_RB_INSERT(struct name *head, struct type *elm)  \
{       \
 struct type *tmp;     \
 struct type *parent = NULL;    \
 int comp = 0;      \
 tmp = RB_ROOT(head);     \
 while (tmp) {      \
  parent = tmp;     \
  comp = (cmp)(elm, parent);   \
  if (comp < 0)     \
   tmp = RB_LEFT(tmp, field);  \
  else if (comp > 0)    \
   tmp = RB_RIGHT(tmp, field);  \
  else      \
   return (tmp);    \
 }       \
 RB_SET(elm, parent, field);    \
 if (parent != NULL) {     \
  if (comp < 0)     \
   RB_LEFT(parent, field) = elm;  \
  else      \
   RB_RIGHT(parent, field) = elm;  \
  RB_AUGMENT(parent);    \
```

```
 } else       \
  RB_ROOT(head) = elm;    \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);      \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *      \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;      \
 while (tmp) {      \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (NULL);      \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *      \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;      \
 while (tmp) {      \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (res);      \
}        \
        \
/* ARGSUSED */       \
```

```
attr struct type *	\
name##_RB_NEXT(struct type *elm)	\
{	\
 if (RB_RIGHT(elm, field)) {	\
  elm = RB_RIGHT(elm, field);	\
  while (RB_LEFT(elm, field))	\
   elm = RB_LEFT(elm, field);	\
 } else {	\
  if (RB_PARENT(elm, field) &&	\
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);	\
  else {	\
   while (RB_PARENT(elm, field) &&	\
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);	\
   elm = RB_PARENT(elm, field);	\
  }	\
 }	\
 return (elm);	\
}	\
	\
/* ARGSUSED */	\
attr struct type *	\
name##_RB_PREV(struct type *elm)	\
{	\
 if (RB_LEFT(elm, field)) {	\
  elm = RB_LEFT(elm, field);	\
  while (RB_RIGHT(elm, field))	\
   elm = RB_RIGHT(elm, field);	\
 }	\
 else {	\
  if (RB_PARENT(elm, field) &&	\
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);	\
  else {	\
   while (RB_PARENT(elm, field) &&	\
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);	\
   elm = RB_PARENT(elm, field);	\
  }	\
 }	\
 return (elm);	\
}	\
	\
attr struct type *	\
name##_RB_MINMAX(struct name *head, int val)	\
{	\
 struct type *tmp = RB_ROOT(head);	\
```

```
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))
```

```
#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
```

1.655 libdeflate 1.23-r0

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 Moe Ghoul, President of Vice

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1.658 libressl 4.1.0-r0

1.658.1 Available under license :

```
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
```

```
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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SOFTWARE.
Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
mini_sendmail - accept email on behalf of real sendmail

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
```

```
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
```

cef2092881eded0a2e94f6a07752ef3 tree.h
"
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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

```
build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
```

```
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}
```

```
/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
     (var) != SLIST_END(head);     \
     (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
     (var) != SLIST_END(head) &&     \
     ((tvar) = SLIST_NEXT((var), field), 1);   \
     (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
     SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
```

```
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))
```

```
#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
     (elm)->field.le_next->field.le_prev !=   \
     &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
     LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
      &(elm)->field.le_next;    \
```

```
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}
```

```
#define SIMPLEQ_HEAD_INITIALIZER(head)    \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)     \
struct {       \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
```

```
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))
```

```
#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
     &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
     (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
```

```
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
```

```
    (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {       \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {       \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
```

```
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
```

```
        (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
```

```
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
```

```
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else        \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else        \
```

```
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
```

```
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
```

```
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
```

```
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
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* are met:
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```

```
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* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
```

```
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
```

```
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
```

```
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}         \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{         \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *        \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{         \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {        \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else       \
      return ((head)->sph_root);    \
   }         \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}         \
        \
```

```
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;     \
 if (SPLAY_EMPTY(head))      \
  return (NULL);     \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }       \
 return (NULL);       \
}       \
       \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{       \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
```

```
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
```

```
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
```

```
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
 (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
```

```
 (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
```

```
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
```

```
      RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_RIGHT(tmp, field) == NULL || \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft;  \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
```

```
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}        \
if
(elm)       \
 RB_COLOR(elm, field) = RB_BLACK;   \
}        \
       \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
```

```
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else        \
  RB_ROOT(head) = child;     \
color:         \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
```

```
 comp = (cmp)(elm, parent);    \
 if (comp < 0)      \
  tmp = RB_LEFT(tmp, field);   \
 else if (comp > 0)     \
  tmp = RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
}       \
RB_SET(elm, parent, field);     \
if (parent != NULL) {      \
 if (comp < 0)      \
  RB_LEFT(parent, field) = elm;   \
 else       \
  RB_RIGHT(parent, field) = elm;   \
 RB_AUGMENT(parent);     \
} else       \
 RB_ROOT(head) = elm;     \
name##_RB_INSERT_COLOR(head,
elm);    \
return (NULL);       \
}        \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (NULL);       \
}        \
       \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
```

```
 comp = cmp(elm, tmp);     \
 if (comp < 0) {      \
  res = tmp;     \
  tmp = RB_LEFT(tmp, field);   \
 }       \
 else if (comp > 0)     \
  tmp =
RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
}        \
return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
```

```
  elm = RB_PARENT(elm, field);   \
 else {      \
  while (RB_PARENT(elm, field) &&   \
      (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
   elm = RB_PARENT(elm, field);  \
  elm = RB_PARENT(elm, field);   \
 }       \
}       \
return (elm);       \
}       \
       \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))
```

```
#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
```

1.659 hwdata 0.395-r0

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1.661 wayland 1.23.1-r3

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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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maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
```

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```
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
```

```
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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mini_sendmail - accept email on behalf of real sendmail

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
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# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}
```

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"

```
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
```

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pkgname=py3-flake8-copyright

```
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
```

```
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
```

```
 }      \
 }
 else       \
  elm = NULL;      \
 return (elm);      \
}       \
       \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{       \
 name##_SPLAY_MINMAX(head, val);     \
      return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;      \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else      \
     return ((head)->sph_root);    \
  }        \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
```

```
 return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}         \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
```

```
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
```

```
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {       \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)
```

```
#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
```

```
 RB_AUGMENT(RB_PARENT(tmp, field));  \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
```

```
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {    \
   tmp = RB_RIGHT(parent, field);    \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
```

```
 } else {     \
  if (RB_RIGHT(tmp, field) == NULL || \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
   struct type *oleft;  \
   if ((oleft = RB_LEFT(tmp, field)) \
       != NULL)   \
    RB_COLOR(oleft, field) = RB_BLACK;\
   RB_COLOR(tmp, field) = RB_RED; \
   RB_ROTATE_RIGHT(head, tmp, oleft, field);\
   tmp = RB_RIGHT(parent, field); \
  }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_RIGHT(tmp, field))  \
   RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
  RB_ROTATE_LEFT(head, parent, tmp, field);\
  elm = RB_ROOT(head);   \
  break;     \
 }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
```

```
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }        \
 if
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
        \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
```

```
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
```

```
 else       \
  return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
```

```
 else if (comp > 0)     \
  tmp =
 RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
```

```
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))
```

```
#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
```

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/*
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* it what you wish.
*/
#ifndef UTIL_LINUX_PT_BSD_H
#define UTIL_LINUX_PT_BSD_H

#define BSD_MAXPARTITIONS 16
#define BSD_FS_UNUSED 0

#ifndef BSD_DISKMAGIC
define BSD_DISKMAGIC   ((uint32_t) 0x82564557)
#endif

#define BSD_LINUX_BOOTDIR "/usr/ucb/mdec"

#if defined (__alpha__) || defined (__powerpc__) || \
   defined (__ia64__) || defined (__hppa__)
define BSD_LABELSECTOR   0
define BSD_LABELOFFSET   64
#else
define BSD_LABELSECTOR   1
define BSD_LABELOFFSET   0
#endif

#define BSD_BBSIZE   8192 /* size of boot area, with label */
#define BSD_SBSIZE   8192 /* max size of fs superblock */

struct bsd_disklabel {
 uint32_t d_magic; /* the magic number */
 int16_t d_type;   /* drive type */
 int16_t d_subtype; /* controller/d_type specific */
 char d_typename[16]; /* type name, e.g. "eagle" */
 char d_packname[16]; /* pack identifier */

  /* disk geometry: */
 uint32_t d_secsize; /*
 # of bytes per sector */
 uint32_t d_nsectors; /* # of data sectors per track */
 uint32_t d_ntracks; /* # of tracks per cylinder */

```
uint32_t d_ncylinders;  /* # of data cylinders per unit */
uint32_t d_secpercyl;  /* # of data sectors per cylinder */
uint32_t d_secperunit;  /* # of data sectors per unit */

/*
 * Spares (bad sector replacements) below
 * are not counted in d_nsectors or d_secpercyl.
 * Spare sectors are assumed to be physical sectors
 * which occupy space at the end of each track and/or cylinder.
 */
uint16_t d_sparespertrack; /* # of spare sectors per track */
uint16_t d_sparespercyl;  /* # of spare sectors per cylinder */

/*
 * Alternate cylinders include maintenance, replacement,
 * configuration description areas, etc.
 */
uint32_t d_acylinders;  /* # of alt. cylinders per unit */

  /* hardware characteristics: */
/*
 * d_interleave, d_trackskew and d_cylskew describe perturbations
 * in the media format used to compensate for a slow
controller.
 * Interleave is physical sector interleave, set up by the formatter
 * or controller when formatting.  When interleaving is in use,
 * logically adjacent sectors are not physically contiguous,
 * but instead are separated by some number of sectors.
 * It is specified as the ratio of physical sectors traversed
 * per logical sector.  Thus an interleave of 1:1 implies contiguous
 * layout, while 2:1 implies that logical sector 0 is separated
 * by one sector from logical sector 1.
 * d_trackskew is the offset of sector 0 on track N
 * relative to sector 0 on track N-1 on the same cylinder.
 * Finally, d_cylskew is the offset of sector 0 on cylinder N
 * relative to sector 0 on cylinder N-1.
 */
uint16_t d_rpm;   /* rotational speed */
uint16_t d_interleave;  /* hardware sector interleave */
uint16_t d_trackskew;  /* sector 0 skew, per track */
uint16_t d_cylskew;  /* sector 0 skew, per cylinder */
uint32_t d_headswitch;  /* head switch time, usec */
uint32_t d_trkseek;  /*
track-to-track seek, usec */
uint32_t d_flags;  /* generic flags */
uint32_t d_drivedata[5];  /* drive-type specific information */
uint32_t d_spare[5];  /* reserved for future use */
uint32_t d_magic2;  /* the magic number (again) */
```

```
 uint16_t d_checksum;  /* xor of data incl. partitions */

   /* filesystem and partition information: */
 uint16_t d_npartitions;        /* number of partitions in following */
 uint32_t d_bbsize;         /* size of boot area at sn0, bytes */
 uint32_t d_sbsize;         /* max size of fs superblock, bytes */

 struct bsd_partition  {  /* the partition table */
  uint32_t p_size;         /* number of sectors in partition */
  uint32_t p_offset;       /* starting sector */
  uint32_t p_fsize;        /* filesystem basic fragment size */
  uint8_t  p_fstype; /* filesystem type, see below */
  uint8_t  p_frag;  /* filesystem fragments per block */
  uint16_t p_cpg;         /* filesystem cylinders per group */
 } __attribute__((packed))
 d_partitions[BSD_MAXPARTITIONS]; /* actually may be more */
} __attribute__((packed));


/* d_type values: */
#define BSD_DTYPE_SMD  1  /* SMD, XSMD; VAX hp/up */
#define BSD_DTYPE_MSCP  2  /* MSCP */
#define BSD_DTYPE_DEC  3  /* other DEC (rk, rl) */
#define BSD_DTYPE_SCSI  4  /* SCSI */
#define BSD_DTYPE_ESDI  5  /* ESDI interface */
#define BSD_DTYPE_ST506  6  /* ST506 etc. */
#define BSD_DTYPE_HPIB  7  /* CS/80 on HP-IB */
#define BSD_DTYPE_HPFL  8  /* HP Fiber-link */
#define BSD_DTYPE_FLOPPY 10  /* floppy */

/* d_subtype values: */
#define BSD_DSTYPE_INDOSPART 0x8  /* is inside dos partition */
#define BSD_DSTYPE_DOSPART(s) ((s) & 3) /* dos partition number */
#define BSD_DSTYPE_GEOMETRY 0x10  /* drive params in label */

/*
* Filesystem type and version.
* Used to interpret other filesystem-specific
* per-partition information.
*/
#define BSD_FS_UNUSED 0  /* unused */
#define BSD_FS_SWAP     1  /* swap */
#define BSD_FS_V6       2  /* Sixth Edition */
#define BSD_FS_V7
   3  /* Seventh Edition */
#define BSD_FS_SYSV     4  /* System V */
#define BSD_FS_V71K     5  /* V7 with 1K blocks (4.1, 2.9) */
#define BSD_FS_V8       6  /* Eighth Edition, 4K blocks */
```

```
#define BSD_FS_BSDFFS 7  /* 4.2BSD fast file system */
#define BSD_FS_BSDLFS 9  /* 4.4BSD log-structured file system */
#define BSD_FS_OTHER 10  /* in use, but unknown/unsupported */
#define BSD_FS_HPFS 11  /* OS/2 high-performance file system */
#define BSD_FS_ISO9660 12  /* ISO-9660 filesystem (cdrom) */
#define BSD_FS_ISOFS BSD_FS_ISO9660
#define BSD_FS_BOOT 13  /* partition contains bootstrap */
#define BSD_FS_ADOS 14  /* AmigaDOS fast file system */
#define BSD_FS_HFS 15  /* Macintosh HFS */
#define BSD_FS_ADVFS 16  /* Digital Unix AdvFS */

/* this is annoying, but it's also the way it is :-( */
#ifdef __alpha__
#define BSD_FS_EXT2 8  /* ext2 file system */
#else
#define BSD_FS_MSDOS 8  /* MS-DOS file system */
#endif

/*
* flags shared by various drives:
*/
#define BSD_D_REMOVABLE 0x01  /*
 removable media */
#define BSD_D_ECC       0x02  /* supports ECC */
#define BSD_D_BADSECT 0x04  /* supports bad sector forw. */
#define BSD_D_RAMDISK 0x08  /* disk emulator */
#define BSD_D_CHAIN     0x10  /* can do back-back transfers */
#define BSD_D_DOSPART 0x20  /* within MSDOS partition */

#endif /* UTIL_LINUX_PT_BSD_H */
```

1.665 libltdl 2.5.4-r1

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1.666 libxshmfence 1.3.3-r0

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1.667 sord-libs 0.16.18-r0

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1.668 harfbuzz-subset 11.2.1-r0

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1.669 libdav1d 1.5.1-r0

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1.670 mpg123-libs 1.32.10-r0

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1.671 libjxl 0.10.3-r2

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APNG Disassembler 2.8

Deconstructs APNG files into individual frames.

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1.672 dav1d 1.5.1-r0

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1.674 libuuid 2.41-r9

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5 7936 12799 4864 2.4M
6 12544 16127 3584 1.8M

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Version 2.1, February 1999

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#ifndef UTIL_LINUX_PT_BSD_H
#define UTIL_LINUX_PT_BSD_H

#define BSD_MAXPARTITIONS 16
#define BSD_FS_UNUSED 0

#ifndef BSD_DISKMAGIC
define BSD_DISKMAGIC   ((uint32_t) 0x82564557)
#endif

#define BSD_LINUX_BOOTDIR "/usr/ucb/mdec"

#if defined (__alpha__) || defined (__powerpc__) || \
  defined (__ia64__) || defined (__hppa__)

```
# define BSD_LABELSECTOR   0
# define BSD_LABELOFFSET   64
#else
# define BSD_LABELSECTOR   1
# define BSD_LABELOFFSET   0
#endif

#define BSD_BBSIZE        8192  /* size of boot area, with label */
#define BSD_SBSIZE        8192  /* max size of fs superblock */

struct bsd_disklabel {
 uint32_t d_magic;  /* the magic number */
 int16_t  d_type;   /* drive type */
 int16_t  d_subtype;  /* controller/d_type specific */
 char  d_typename[16];  /* type name, e.g. "eagle" */
 char  d_packname[16];  /* pack identifier */

  /* disk geometry: */
 uint32_t d_secsize;  /*
 # of bytes per sector */
 uint32_t d_nsectors;  /* # of data sectors per track */
 uint32_t d_ntracks;  /* # of tracks per cylinder */
 uint32_t d_ncylinders;  /* # of data cylinders per unit */
 uint32_t d_secpercyl;  /* # of data sectors per cylinder */
 uint32_t d_secperunit;  /* # of data sectors per unit */

 /*
  * Spares (bad sector replacements) below
  * are not counted in d_nsectors or d_secpercyl.
  * Spare sectors are assumed to be physical sectors
  * which occupy space at the end of each track and/or cylinder.
  */
 uint16_t d_sparespertrack; /* # of spare sectors per track */
 uint16_t d_sparespercyl;  /* # of spare sectors per cylinder */

 /*
  * Alternate cylinders include maintenance, replacement,
  * configuration description areas, etc.
  */
 uint32_t d_acylinders;  /* # of alt. cylinders per unit */

  /* hardware characteristics: */
 /*
  * d_interleave, d_trackskew and d_cylskew describe perturbations
  * in the media format used to compensate for a slow
 controller.
  * Interleave is physical sector interleave, set up by the formatter
  * or controller when formatting.  When interleaving is in use,
```

```
 * logically adjacent sectors are not physically contiguous,
 * but instead are separated by some number of sectors.
 * It is specified as the ratio of physical sectors traversed
 * per logical sector.  Thus an interleave of 1:1 implies contiguous
 * layout, while 2:1 implies that logical sector 0 is separated
 * by one sector from logical sector 1.
 * d_trackskew is the offset of sector 0 on track N
 * relative to sector 0 on track N-1 on the same cylinder.
 * Finally, d_cylskew is the offset of sector 0 on cylinder N
 * relative to sector 0 on cylinder N-1.
 */
uint16_t d_rpm;   /* rotational speed */
uint16_t d_interleave;  /* hardware sector interleave */
uint16_t d_trackskew;  /* sector 0 skew, per track */
uint16_t d_cylskew;  /* sector 0 skew, per cylinder */
uint32_t d_headswitch;  /* head switch time, usec */
uint32_t d_trkseek;  /*
track-to-track seek, usec */
uint32_t d_flags;  /* generic flags */
uint32_t d_drivedata[5];  /* drive-type specific information */
uint32_t d_spare[5];  /* reserved for future use */
uint32_t d_magic2;  /* the magic number (again) */
uint16_t d_checksum;  /* xor of data incl. partitions */

  /* filesystem and partition information: */
uint16_t d_npartitions;        /* number of partitions in following */
uint32_t d_bbsize;         /* size of boot area at sn0, bytes */
uint32_t d_sbsize;         /* max size of fs superblock, bytes */

struct bsd_partition  {  /* the partition table */
 uint32_t p_size;         /* number of sectors in partition */
 uint32_t p_offset;       /* starting sector */
 uint32_t p_fsize;        /* filesystem basic fragment size */
 uint8_t  p_fstype; /* filesystem type, see below */
 uint8_t  p_frag;  /* filesystem fragments per block */
 uint16_t p_cpg;         /* filesystem cylinders per group */
} __attribute__((packed))
d_partitions[BSD_MAXPARTITIONS]; /* actually may be more */
} __attribute__((packed));


/* d_type values: */
#define BSD_DTYPE_SMD  1  /* SMD, XSMD; VAX hp/up */
#define BSD_DTYPE_MSCP  2  /* MSCP */
#define BSD_DTYPE_DEC  3  /* other DEC (rk, rl) */
#define BSD_DTYPE_SCSI  4  /* SCSI */
#define BSD_DTYPE_ESDI  5  /* ESDI interface */
#define BSD_DTYPE_ST506  6  /* ST506 etc. */
```

```
#define BSD_DTYPE_HPIB  7  /* CS/80 on HP-IB */
#define BSD_DTYPE_HPFL  8  /* HP Fiber-link */
#define BSD_DTYPE_FLOPPY 10  /* floppy */

/* d_subtype values: */
#define BSD_DSTYPE_INDOSPART 0x8  /* is inside dos partition */
#define BSD_DSTYPE_DOSPART(s) ((s) & 3) /* dos partition number */
#define BSD_DSTYPE_GEOMETRY 0x10  /* drive params in label */

/*
* Filesystem type and version.
* Used to interpret other filesystem-specific
* per-partition information.
*/
#define BSD_FS_UNUSED 0  /* unused */
#define BSD_FS_SWAP     1  /* swap */
#define BSD_FS_V6       2  /* Sixth Edition */
#define BSD_FS_V7
  3  /* Seventh Edition */
#define BSD_FS_SYSV     4  /* System V */
#define BSD_FS_V71K     5  /* V7 with 1K blocks (4.1, 2.9) */
#define BSD_FS_V8       6  /* Eighth Edition, 4K blocks */
#define BSD_FS_BSDFFS 7  /* 4.2BSD fast file system */
#define BSD_FS_BSDLFS 9  /* 4.4BSD log-structured file system */
#define BSD_FS_OTHER 10  /* in use, but unknown/unsupported */
#define BSD_FS_HPFS 11  /* OS/2 high-performance file system */
#define BSD_FS_ISO9660 12  /* ISO-9660 filesystem (cdrom) */
#define BSD_FS_ISOFS BSD_FS_ISO9660
#define BSD_FS_BOOT 13  /* partition contains bootstrap */
#define BSD_FS_ADOS 14  /* AmigaDOS fast file system */
#define BSD_FS_HFS 15  /* Macintosh HFS */
#define BSD_FS_ADVFS 16  /* Digital Unix AdvFS */

/* this is annoying, but it's also the way it is :-( */
#ifdef __alpha__
#define BSD_FS_EXT2 8  /* ext2 file system */
#else
#define BSD_FS_MSDOS 8  /* MS-DOS file system */
#endif

/*
* flags shared by various drives:
*/
#define BSD_D_REMOVABLE 0x01  /*
 removable media */
#define BSD_D_ECC       0x02  /* supports ECC */
#define BSD_D_BADSECT 0x04  /* supports bad sector forw. */
#define BSD_D_RAMDISK 0x08  /* disk emulator */
```

```
#define BSD_D_CHAIN     0x10  /* can do back-back transfers */
#define BSD_D_DOSPART 0x20  /* within MSDOS partition */

#endif /* UTIL_LINUX_PT_BSD_H */
```

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That's all there is to it!

1.677 libressl4.1-libssl 4.1.0-r0

1.677.1 Available under license :

```
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}
```

```
sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}
```

```
package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

mini_sendmail - accept email on behalf of real sendmail

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```
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers
```

```
package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
```

```
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html

```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
```

```
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
```

```
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
```

```
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {        \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
     (var) != SLIST_END(head);     \
     (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
     (var) != SLIST_END(head) &&     \
     ((tvar) = SLIST_NEXT((var), field), 1);   \
     (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)
```

```
#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)
```

```
#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
     (elm)->field.le_next->field.le_prev !=   \
     &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif
```

```
#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
     LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
      &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)
```

```
/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
```

```
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
```

```
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))
```

```
#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
     &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
     (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
```

```
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
```

```
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {       \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
 }
```

```
#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
       (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
```

```
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
```

```
 if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
  QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else        \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)
```

```
#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
```

```
 (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
```

```
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
```

```
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
```

```
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
* All rights reserved.
*
* Redistribution and use in source and binary forms, with or without
* modification, are permitted provided that the following conditions
* are met:
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* 2. Redistributions in binary form must reproduce the above copyright
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*    documentation and/or other materials provided with the distribution.
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* IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES
* OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED.
* IN NO EVENT SHALL THE
 AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT,
* INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT
* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
```

```
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
```

```
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{         \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
```

```
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}         \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{         \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else        \
  elm = NULL;      \
 return (elm);       \
}         \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{         \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *        \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{         \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {        \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
```

```
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else      \
      return ((head)->sph_root);    \
   }        \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}        \
        \
struct type *        \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{        \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
 return (elm);      \
 }        \
 return (NULL);       \
}        \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
```

```
  }      \
  SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
  __tmp = SPLAY_RIGHT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if ((cmp)(elm, __tmp) > 0){    \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
```

```
  }     \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }      \
}       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}
```

```
#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
```

```
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
```

```
    RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
```

```
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   tmp = RB_RIGHT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_RIGHT(tmp, field) == NULL || \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft;  \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
```

```
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }        \
 if
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
         \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
```

```
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
   RB_PARENT(RB_RIGHT(old, field), field) = elm; \
  if (parent) {      \
   left = parent;     \
   do {      \
    RB_AUGMENT(left);   \
   } while ((left = RB_PARENT(left, field)) != NULL); \
  }       \
  goto color;      \
 }        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
  } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
```

```
name##_RB_INSERT(struct name *head, struct type *elm)   \
{       \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}       \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (NULL);       \
}       \
       \
```

```
/* Finds the first node greater than or equal to the search key */ \
attr struct type *	\
name##_RB_NFIND(struct name *head, struct type *elm)	\
{	\
 struct type *tmp = RB_ROOT(head);	\
 struct type *res = NULL;	\
 int comp;	\
 while (tmp) {	\
  comp = cmp(elm, tmp);	\
  if (comp < 0) {	\
   res = tmp;	\
   tmp = RB_LEFT(tmp, field);	\
  }	\
  else if (comp > 0)	\
   tmp =
 RB_RIGHT(tmp, field);	\
  else	\
   return (tmp);	\
 }	\
 return (res);	\
}	\
	\
/* ARGSUSED */	\
attr struct type *	\
name##_RB_NEXT(struct type *elm)	\
{	\
 if (RB_RIGHT(elm, field)) {	\
  elm = RB_RIGHT(elm, field);	\
  while (RB_LEFT(elm, field))	\
   elm = RB_LEFT(elm, field);	\
 } else {	\
  if (RB_PARENT(elm, field) &&	\
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);	\
  else {	\
   while (RB_PARENT(elm, field) &&	\
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);	\
   elm = RB_PARENT(elm, field);	\
  }	\
 }	\
 return (elm);	\
}	\
	\
/* ARGSUSED */	\
attr struct type *	\
name##_RB_PREV(struct type *elm)	\
{	\
```

```
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
```

```
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
```

1.678 node.js 22.16.0-r2

1.678.1 Available under license :

```
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/ui.h.in
*
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*
* Licensed under the Apache License 2.0 (the "License").  You may not use
* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/
```

```
#ifndef OPENSSL_UI_H
# define OPENSSL_UI_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_UI_H
# endif

# include <openssl/opensslconf.h>

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  include <openssl/crypto.h>
# endif
# include <openssl/safestack.h>
# include <openssl/pem.h>
# include <openssl/types.h>
# include <openssl/uierr.h>

/* For compatibility reasons, the macro OPENSSL_NO_UI is currently retained */
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  ifdef OPENSSL_NO_UI_CONSOLE
#   define OPENSSL_NO_UI
#  endif
# endif

# ifdef  __cplusplus
extern
 "C" {
# endif

/*
* All the following functions return -1 or NULL on error and in some cases
* (UI_process()) -2 if interrupted or in some other way cancelled. When
* everything is fine, they return 0, a positive value or a non-NULL pointer,
* all depending on their purpose.
*/

/* Creators and destructor.   */
UI *UI_new(void);
UI *UI_new_method(const UI_METHOD *method);
void UI_free(UI *ui);

/*-
  The following functions are used to add strings to be printed and prompt
  strings to prompt for data.  The names are UI_{add,dup}_<function>_string
```

```
 and UI_{add,dup}_input_boolean.

 UI_{add,dup}_<function>_string have the following meanings:
     add     add a text or prompt string.  The pointers given to these
             functions are used verbatim, no copying is done.
     dup     make a copy of the text or prompt string, then add the copy
             to the collection of strings in the user interface.
     <function>
             The function
 is a name for the functionality that the given
             string shall be used for.  It can be one of:
                 input   use the string as data prompt.
                 verify  use the string as verification prompt.  This
                         is used to verify a previous input.
                 info    use the string for informational output.
                 error   use the string for error output.
 Honestly, there's currently no difference between info and error for the
 moment.

 UI_{add,dup}_input_boolean have the same semantics for "add" and "dup",
 and are typically used when one wants to prompt for a yes/no response.

 All of the functions in this group take a UI and a prompt string.
 The string input and verify addition functions also take a flag argument,
 a buffer for the result to end up with, a minimum input size and a maximum
 input size (the result buffer MUST be large enough to be able to contain
 the
 maximum number of characters).  Additionally, the verify addition
 functions takes another buffer to compare the result against.
 The boolean input functions take an action description string (which should
 be safe to ignore if the expected user action is obvious, for example with
 a dialog box with an OK button and a Cancel button), a string of acceptable
 characters to mean OK and to mean Cancel.  The two last strings are checked
 to make sure they don't have common characters.  Additionally, the same
 flag argument as for the string input is taken, as well as a result buffer.
 The result buffer is required to be at least one byte long.  Depending on
 the answer, the first character from the OK or the Cancel character strings
 will be stored in the first byte of the result buffer.  No NUL will be
 added, so the result is *not* a string.

 On success, the all return an index of the added information.  That index
 is useful when retrieving results with UI_get0_result().
 */
int UI_add_input_string(UI *ui, const char *prompt, int flags,
                        char *result_buf, int minsize, int maxsize);
int UI_dup_input_string(UI *ui, const char *prompt, int flags,
                        char *result_buf, int minsize, int maxsize);
int UI_add_verify_string(UI *ui, const char *prompt, int flags,
```

```
                char *result_buf, int minsize, int maxsize,
                const char *test_buf);
int UI_dup_verify_string(UI *ui, const char *prompt, int flags,
                char *result_buf, int minsize, int maxsize,
                const char *test_buf);
int UI_add_input_boolean(UI *ui, const char *prompt, const char *action_desc,
                const char *ok_chars, const char *cancel_chars,
                int flags, char *result_buf);
int UI_dup_input_boolean(UI *ui, const char *prompt, const char *action_desc,
                const char *ok_chars, const char *cancel_chars,
                 int flags, char *result_buf);
int UI_add_info_string(UI *ui, const char *text);
int UI_dup_info_string(UI *ui, const char *text);
int UI_add_error_string(UI *ui, const char *text);
int UI_dup_error_string(UI *ui, const char *text);

/* These are the possible flags.  They can be or'ed together. */
/* Use to have echoing of input */
# define UI_INPUT_FLAG_ECHO             0x01
/*
* Use a default password.  Where that password is found is completely up to
* the application, it might for example be in the user data set with
* UI_add_user_data().  It is not recommended to have more than one input in
* each UI being marked with this flag, or the application might get
* confused.
*/
# define UI_INPUT_FLAG_DEFAULT_PWD      0x02

/*-
* The user of these routines may want to define flags of their own.  The core
* UI won't look at those, but will pass them on to the method routines.  They
* must use higher bits so they don't get confused with the UI bits above.
 * UI_INPUT_FLAG_USER_BASE tells which is the lowest bit to use.  A good
* example of use is this:
*
*    #define MY_UI_FLAG1       (0x01 << UI_INPUT_FLAG_USER_BASE)
*
*/
# define UI_INPUT_FLAG_USER_BASE 16

/*-
* The following function helps construct a prompt.
* phrase_desc is a textual short description of the phrase to enter,
* for example "pass phrase", and
* object_name is the name of the object
* (which might be a card name or a file name) or NULL.
* The returned string shall always be allocated on the heap with
* OPENSSL_malloc(), and need to be free'd with OPENSSL_free().
```

```
*
* If the ui_method doesn't contain a pointer to a user-defined prompt
* constructor, a default string is built, looking like this:
*
*       "Enter {phrase_desc} for {object_name}:"
*
* So, if phrase_desc has the value "pass phrase" and object_name has
* the value "foo.key", the resulting string is:
*
*       "Enter pass phrase for foo.key:"
*/
char *UI_construct_prompt(UI *ui_method,
                          const char *phrase_desc, const char *object_name);

/*
* The following function is used to store a pointer to user-specific data.
* Any previous such pointer will be returned and replaced.
*
* For callback purposes, this function makes a lot more sense than using
* ex_data, since the latter requires that different parts of OpenSSL or
* applications share the same ex_data index.
*
* Note that the UI_OpenSSL() method completely ignores the user data. Other
* methods may not, however.
*/
void *UI_add_user_data(UI *ui, void *user_data);
/*
* Alternatively, this function is used to duplicate the user data.
* This uses the duplicator method function.  The destroy function will
* be used to free the user data in this case.
*/
int UI_dup_user_data(UI *ui, void *user_data);
/* We need a user data retrieving function as well.  */
void *UI_get0_user_data(UI *ui);

/* Return the result associated with a prompt given with the index i. */
const char *UI_get0_result(UI
 *ui, int i);
int UI_get_result_length(UI *ui, int i);

/* When all strings have been added, process the whole thing. */
int UI_process(UI *ui);

/*
* Give a user interface parameterised control commands.  This can be used to
* send down an integer, a data pointer or a function pointer, as well as be
* used to get information from a UI.
*/
```

```
int UI_ctrl(UI *ui, int cmd, long i, void *p, void (*f) (void));

/* The commands */
/*
* Use UI_CONTROL_PRINT_ERRORS with the value 1 to have UI_process print the
* OpenSSL error stack before printing any info or added error messages and
* before any prompting.
*/
# define UI_CTRL_PRINT_ERRORS           1
/*
* Check if a UI_process() is possible to do again with the same instance of
* a user interface.  This makes UI_ctrl() return 1 if it is redoable, and 0
* if not.
*/
# define UI_CTRL_IS_REDOABLE            2

/* Some methods may use extra data */
# define UI_set_app_data(s,arg)         UI_set_ex_data(s,0,arg)
# define UI_get_app_data(s)
          UI_get_ex_data(s,0)

# define UI_get_ex_new_index(l, p, newf, dupf, freef) \
  CRYPTO_get_ex_new_index(CRYPTO_EX_INDEX_UI, l, p, newf, dupf, freef)
int UI_set_ex_data(UI *r, int idx, void *arg);
void *UI_get_ex_data(const UI *r, int idx);

/* Use specific methods instead of the built-in one */
void UI_set_default_method(const UI_METHOD *meth);
const UI_METHOD *UI_get_default_method(void);
const UI_METHOD *UI_get_method(UI *ui);
const UI_METHOD *UI_set_method(UI *ui, const UI_METHOD *meth);

# ifndef OPENSSL_NO_UI_CONSOLE

/* The method with all the built-in thingies */
UI_METHOD *UI_OpenSSL(void);

# endif

/*
* NULL method.  Literally does nothing, but may serve as a placeholder
* to avoid internal default.
*/
const UI_METHOD *UI_null(void);

/* ---------- For method writers ---------- */
/*-
  A method contains a number of functions that implement the low level
```

of the User Interface. The functions are:

an opener This function starts a session, maybe by opening a channel to a tty, or by opening a window.

a writer This function is called to write a given string, maybe to the tty, maybe as a field label in a window.

a flusher This function is called to flush everything that has been output so far. It can be used to actually display a dialog box after it has been built.

a reader This function is called to read a given prompt, maybe from the tty, maybe from a field in a window. Note that it's called with all string structures, not only the prompt ones, so it must check such things itself.

a closer This function closes the session, maybe by closing the channel to the tty, or closing the window.

All these functions are expected to return:

0 on error.

1 on success.

-1 on out-of-band events, for example if some prompting has been canceled (by pressing Ctrl-C, for example). This is only checked when returned by the flusher or the reader.

The way this is used, the opener is first called, then the writer for all strings, then the flusher, then the reader for all strings and finally the closer. Note that if you want to prompt from a terminal or other command line interface, the best is to have the reader also write the prompts instead of having the writer do it. If you want to prompt from a dialog box, the writer can be used to build up the contents of the box, and the flusher to actually display the box and run the event loop until all data has been given, after which the reader only grabs the given data and puts them back into the UI strings.

All method functions take a UI as argument. Additionally, the writer and the reader take a UI_STRING.
*/

```
/*
* The UI_STRING type is the data structure that contains all the needed info
* about a string or a prompt, including test data for a verification prompt.
*/
typedef struct ui_string_st UI_STRING;
```

```
SKM_DEFINE_STACK_OF_INTERNAL(UI_STRING, UI_STRING, UI_STRING)
#define sk_UI_STRING_num(sk) OPENSSL_sk_num(ossl_check_const_UI_STRING_sk_type(sk))
#define sk_UI_STRING_value(sk, idx) ((UI_STRING
*)OPENSSL_sk_value(ossl_check_const_UI_STRING_sk_type(sk), (idx)))
#define sk_UI_STRING_new(cmp) ((STACK_OF(UI_STRING)
*)OPENSSL_sk_new(ossl_check_UI_STRING_compfunc_type(cmp)))
#define sk_UI_STRING_new_null() ((STACK_OF(UI_STRING) *)OPENSSL_sk_new_null())
#define sk_UI_STRING_new_reserve(cmp, n) ((STACK_OF(UI_STRING)
*)OPENSSL_sk_new_reserve(ossl_check_UI_STRING_compfunc_type(cmp), (n)))
#define sk_UI_STRING_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_UI_STRING_sk_type(sk), (n))
#define sk_UI_STRING_free(sk) OPENSSL_sk_free(ossl_check_UI_STRING_sk_type(sk))
#define
 sk_UI_STRING_zero(sk) OPENSSL_sk_zero(ossl_check_UI_STRING_sk_type(sk))
#define sk_UI_STRING_delete(sk, i) ((UI_STRING *)OPENSSL_sk_delete(ossl_check_UI_STRING_sk_type(sk),
(i)))
#define sk_UI_STRING_delete_ptr(sk, ptr) ((UI_STRING
*)OPENSSL_sk_delete_ptr(ossl_check_UI_STRING_sk_type(sk), ossl_check_UI_STRING_type(ptr)))
#define sk_UI_STRING_push(sk, ptr) OPENSSL_sk_push(ossl_check_UI_STRING_sk_type(sk),
ossl_check_UI_STRING_type(ptr))
#define sk_UI_STRING_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_UI_STRING_sk_type(sk),
ossl_check_UI_STRING_type(ptr))
#define sk_UI_STRING_pop(sk) ((UI_STRING *)OPENSSL_sk_pop(ossl_check_UI_STRING_sk_type(sk)))
#define sk_UI_STRING_shift(sk) ((UI_STRING *)OPENSSL_sk_shift(ossl_check_UI_STRING_sk_type(sk)))
#define sk_UI_STRING_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_UI_STRING_sk_type(sk),ossl_check_UI_STRING_freefunc_type(freefunc))
#define sk_UI_STRING_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_UI_STRING_sk_type(sk),
 ossl_check_UI_STRING_type(ptr), (idx))
#define sk_UI_STRING_set(sk, idx, ptr) ((UI_STRING *)OPENSSL_sk_set(ossl_check_UI_STRING_sk_type(sk),
(idx), ossl_check_UI_STRING_type(ptr)))
#define sk_UI_STRING_find(sk, ptr) OPENSSL_sk_find(ossl_check_UI_STRING_sk_type(sk),
ossl_check_UI_STRING_type(ptr))
#define sk_UI_STRING_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_UI_STRING_sk_type(sk),
ossl_check_UI_STRING_type(ptr))
#define sk_UI_STRING_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_UI_STRING_sk_type(sk),
ossl_check_UI_STRING_type(ptr), pnum)
#define sk_UI_STRING_sort(sk) OPENSSL_sk_sort(ossl_check_UI_STRING_sk_type(sk))
#define sk_UI_STRING_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_UI_STRING_sk_type(sk))
#define sk_UI_STRING_dup(sk) ((STACK_OF(UI_STRING)
*)OPENSSL_sk_dup(ossl_check_const_UI_STRING_sk_type(sk)))
#define sk_UI_STRING_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(UI_STRING)
*)OPENSSL_sk_deep_copy(ossl_check_const_UI_STRING_sk_type(sk),
ossl_check_UI_STRING_copyfunc_type(copyfunc),
 ossl_check_UI_STRING_freefunc_type(freefunc)))
#define sk_UI_STRING_set_cmp_func(sk, cmp)
((sk_UI_STRING_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_UI_STRING_sk_type(sk),
ossl_check_UI_STRING_compfunc_type(cmp)))
```

```
/*
* The different types of strings that are currently supported. This is only
* needed by method authors.
*/
enum UI_string_types {
  UIT_NONE = 0,
  UIT_PROMPT,               /* Prompt for a string */
  UIT_VERIFY,               /* Prompt for a string and verify */
  UIT_BOOLEAN,              /* Prompt for a yes/no response */
  UIT_INFO,                 /* Send info to the user */
  UIT_ERROR                 /* Send an error message to the user */
};

/* Create and manipulate methods */
UI_METHOD *UI_create_method(const char *name);
void UI_destroy_method(UI_METHOD *ui_method);
int UI_method_set_opener(UI_METHOD *method, int (*opener) (UI *ui));
int UI_method_set_writer(UI_METHOD *method,

        int (*writer) (UI *ui, UI_STRING *uis));
int UI_method_set_flusher(UI_METHOD *method, int (*flusher) (UI *ui));
int UI_method_set_reader(UI_METHOD *method,
                  int (*reader) (UI *ui, UI_STRING *uis));
int UI_method_set_closer(UI_METHOD *method, int (*closer) (UI *ui));
int UI_method_set_data_duplicator(UI_METHOD *method,
                          void *(*duplicator) (UI *ui, void *ui_data),
                          void (*destructor)(UI *ui, void *ui_data));
int UI_method_set_prompt_constructor(UI_METHOD *method,
                             char *(*prompt_constructor) (UI *ui,
                                                          const char
                                                          *phrase_desc,
                                                          const char
                                                          *object_name));
int UI_method_set_ex_data(UI_METHOD *method,
 int idx, void *data);
int (*UI_method_get_opener(const UI_METHOD *method)) (UI *);
int (*UI_method_get_writer(const UI_METHOD *method)) (UI *, UI_STRING *);
int (*UI_method_get_flusher(const UI_METHOD *method)) (UI *);
int (*UI_method_get_reader(const UI_METHOD *method)) (UI *, UI_STRING *);
int (*UI_method_get_closer(const UI_METHOD *method)) (UI *);
char *(*UI_method_get_prompt_constructor(const UI_METHOD *method))
  (UI *, const char *, const char *);
void *(*UI_method_get_data_duplicator(const UI_METHOD *method)) (UI *, void *);
void (*UI_method_get_data_destructor(const UI_METHOD *method)) (UI *, void *);
const void *UI_method_get_ex_data(const UI_METHOD *method, int idx);

/*
```

```
* The following functions are helpers for method writers to access relevant
* data from a UI_STRING.
*/

/* Return type of the UI_STRING */
enum UI_string_types UI_get_string_type(UI_STRING *uis);
/* Return input flags of the UI_STRING */
int UI_get_input_flags(UI_STRING *uis);
/* Return the actual string
 to output (the prompt, info or error) */
const char *UI_get0_output_string(UI_STRING *uis);
/*
* Return the optional action string to output (the boolean prompt
* instruction)
*/
const char *UI_get0_action_string(UI_STRING *uis);
/* Return the result of a prompt */
const char *UI_get0_result_string(UI_STRING *uis);
int UI_get_result_string_length(UI_STRING *uis);
/*
* Return the string to test the result against.  Only useful with verifies.
*/
const char *UI_get0_test_string(UI_STRING *uis);
/* Return the required minimum size of the result */
int UI_get_result_minsize(UI_STRING *uis);
/* Return the required maximum size of the result */
int UI_get_result_maxsize(UI_STRING *uis);
/* Set the result of a UI_STRING. */
int UI_set_result(UI *ui, UI_STRING *uis, const char *result);
int UI_set_result_ex(UI *ui, UI_STRING *uis, const char *result, int len);

/* A couple of popular utility functions */
int UI_UTIL_read_pw_string(char *buf, int length, const char *prompt,

                           int verify);
int UI_UTIL_read_pw(char *buf, char *buff, int size, const char *prompt,
                    int verify);
UI_METHOD *UI_UTIL_wrap_read_pem_callback(pem_password_cb *cb, int rwflag);



# ifdef  __cplusplus
}
# endif
#endif
#ifndef SRC_PERMISSION_WORKER_PERMISSION_H_
#define SRC_PERMISSION_WORKER_PERMISSION_H_

#if defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS
```

```
#include <vector>
#include "permission/permission_base.h"

namespace node {

namespace permission {

class WorkerPermission final : public PermissionBase {
public:
 void Apply(Environment* env,
            const std::vector<std::string>& allow,
            PermissionScope scope) override;
 bool is_granted(Environment* env,
                 PermissionScope perm,
                 const std::string_view& param = "") const override;

private:
 bool deny_all_;
};

}  // namespace permission

}  // namespace node

#endif  // defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS
#endif  // SRC_PERMISSION_WORKER_PERMISSION_H_
#ifndef SRC_PERMISSION_CHILD_PROCESS_PERMISSION_H_
#define SRC_PERMISSION_CHILD_PROCESS_PERMISSION_H_

#if defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS

#include <vector>
#include "permission/permission_base.h"

namespace node {

namespace permission {

class ChildProcessPermission final : public PermissionBase {
public:
 void Apply(Environment* env,
            const std::vector<std::string>& allow,
            PermissionScope scope) override;
 bool is_granted(Environment* env,
                 PermissionScope perm,
                 const std::string_view& param = "") const override;
```

```
private:
 bool deny_all_;
};

}  // namespace permission

}  // namespace node

#endif  // defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS
#endif  // SRC_PERMISSION_CHILD_PROCESS_PERMISSION_H_
```

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"""

```
/*
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*
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* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/



#ifndef OPENSSL_ERR_H
# define OPENSSL_ERR_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_ERR_H
# endif

# include <openssl/e_os2.h>

# ifndef OPENSSL_NO_STDIO
#  include <stdio.h>
#  include <stdlib.h>
# endif

# include <openssl/types.h>
# include <openssl/bio.h>
# include <openssl/lhash.h>
# include <openssl/cryptoerr_legacy.h>

#ifdef  __cplusplus
extern "C" {
#endif

# ifndef OPENSSL_NO_DEPRECATED_3_0
#  ifndef OPENSSL_NO_FILENAMES
#   define ERR_PUT_error(l,f,r,fn,ln)      ERR_put_error(l,f,r,fn,ln)
#  else
#   define ERR_PUT_error(l,f,r,fn,ln)      ERR_put_error(l,f,r,NULL,0)
#  endif
# endif

# include
 <limits.h>
# include <errno.h>
```

```
# define ERR_TXT_MALLOCED        0x01
# define ERR_TXT_STRING          0x02

# if !defined(OPENSSL_NO_DEPRECATED_3_0) || defined(OSSL_FORCE_ERR_STATE)
#  define ERR_FLAG_MARK           0x01
#  define ERR_FLAG_CLEAR          0x02

#  define ERR_NUM_ERRORS  16
struct err_state_st {
  int err_flags[ERR_NUM_ERRORS];
  int err_marks[ERR_NUM_ERRORS];
  unsigned long err_buffer[ERR_NUM_ERRORS];
  char *err_data[ERR_NUM_ERRORS];
  size_t err_data_size[ERR_NUM_ERRORS];
  int err_data_flags[ERR_NUM_ERRORS];
  char *err_file[ERR_NUM_ERRORS];
  int err_line[ERR_NUM_ERRORS];
  char *err_func[ERR_NUM_ERRORS];
  int top, bottom;
};
# endif

/* library */
# define ERR_LIB_NONE           1
# define ERR_LIB_SYS            2
# define ERR_LIB_BN             3
# define ERR_LIB_RSA            4
# define ERR_LIB_DH             5
# define ERR_LIB_EVP            6
# define ERR_LIB_BUF            7
# define ERR_LIB_OBJ            8
# define ERR_LIB_PEM
           9
# define ERR_LIB_DSA            10
# define ERR_LIB_X509           11
/* #define ERR_LIB_METH         12 */
# define ERR_LIB_ASN1           13
# define ERR_LIB_CONF           14
# define ERR_LIB_CRYPTO         15
# define ERR_LIB_EC             16
# define ERR_LIB_SSL            20
/* #define ERR_LIB_SSL23        21 */
/* #define ERR_LIB_SSL2         22 */
/* #define ERR_LIB_SSL3         23 */
/* #define ERR_LIB_RSAREF       30 */
/* #define ERR_LIB_PROXY        31 */
# define ERR_LIB_BIO            32
# define ERR_LIB_PKCS7          33
```

```
# define ERR_LIB_X509V3         34
# define ERR_LIB_PKCS12         35
# define ERR_LIB_RAND           36
# define ERR_LIB_DSO            37
# define ERR_LIB_ENGINE         38
# define ERR_LIB_OCSP           39
# define ERR_LIB_UI             40
# define ERR_LIB_COMP           41
# define ERR_LIB_ECDSA          42
# define ERR_LIB_ECDH           43
# define ERR_LIB_OSSL_STORE     44
# define ERR_LIB_FIPS
   45
# define ERR_LIB_CMS            46
# define ERR_LIB_TS             47
# define ERR_LIB_HMAC           48
/* # define ERR_LIB_JPAKE       49 */
# define ERR_LIB_CT             50
# define ERR_LIB_ASYNC          51
# define ERR_LIB_KDF            52
# define ERR_LIB_SM2            53
# define ERR_LIB_ESS            54
# define ERR_LIB_PROP           55
# define ERR_LIB_CRMF           56
# define ERR_LIB_PROV           57
# define ERR_LIB_CMP            58
# define ERR_LIB_OSSL_ENCODER   59
# define ERR_LIB_OSSL_DECODER   60
# define ERR_LIB_HTTP           61

# define ERR_LIB_USER           128

# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define ASN1err(f, r) ERR_raise_data(ERR_LIB_ASN1, (r), NULL)
#  define ASYNCerr(f, r) ERR_raise_data(ERR_LIB_ASYNC, (r), NULL)
#  define BIOerr(f, r) ERR_raise_data(ERR_LIB_BIO, (r), NULL)
#  define BNerr(f, r)  ERR_raise_data(ERR_LIB_BN, (r), NULL)
#  define BUFerr(f, r) ERR_raise_data(ERR_LIB_BUF, (r), NULL)
#  define CMPerr(f, r) ERR_raise_data(ERR_LIB_CMP,
 (r), NULL)
#  define CMSerr(f, r) ERR_raise_data(ERR_LIB_CMS, (r), NULL)
#  define COMPerr(f, r) ERR_raise_data(ERR_LIB_COMP, (r), NULL)
#  define CONFerr(f, r) ERR_raise_data(ERR_LIB_CONF, (r), NULL)
#  define CRMFerr(f, r) ERR_raise_data(ERR_LIB_CRMF, (r), NULL)
#  define CRYPTOerr(f, r) ERR_raise_data(ERR_LIB_CRYPTO, (r), NULL)
#  define CTerr(f, r) ERR_raise_data(ERR_LIB_CT, (r), NULL)
#  define DHerr(f, r)  ERR_raise_data(ERR_LIB_DH, (r), NULL)
#  define DSAerr(f, r) ERR_raise_data(ERR_LIB_DSA, (r), NULL)
```

```
#  define DSOerr(f, r) ERR_raise_data(ERR_LIB_DSO, (r), NULL)
#  define ECDHerr(f, r) ERR_raise_data(ERR_LIB_ECDH, (r), NULL)
#  define ECDSAerr(f, r) ERR_raise_data(ERR_LIB_ECDSA, (r), NULL)
#  define ECerr(f, r)  ERR_raise_data(ERR_LIB_EC, (r), NULL)
#  define ENGINEerr(f, r) ERR_raise_data(ERR_LIB_ENGINE, (r), NULL)
#  define ESSerr(f, r) ERR_raise_data(ERR_LIB_ESS, (r), NULL)
#  define EVPerr(f, r) ERR_raise_data(ERR_LIB_EVP, (r), NULL)
#  define FIPSerr(f,
 r) ERR_raise_data(ERR_LIB_FIPS, (r), NULL)
#  define HMACerr(f, r) ERR_raise_data(ERR_LIB_HMAC, (r), NULL)
#  define HTTPerr(f, r) ERR_raise_data(ERR_LIB_HTTP, (r), NULL)
#  define KDFerr(f, r) ERR_raise_data(ERR_LIB_KDF, (r), NULL)
#  define OBJerr(f, r) ERR_raise_data(ERR_LIB_OBJ, (r), NULL)
#  define OCSPerr(f, r) ERR_raise_data(ERR_LIB_OCSP, (r), NULL)
#  define OSSL_STOREerr(f, r) ERR_raise_data(ERR_LIB_OSSL_STORE, (r), NULL)
#  define PEMerr(f, r) ERR_raise_data(ERR_LIB_PEM, (r), NULL)
#  define PKCS12err(f, r) ERR_raise_data(ERR_LIB_PKCS12, (r), NULL)
#  define PKCS7err(f, r) ERR_raise_data(ERR_LIB_PKCS7, (r), NULL)
#  define PROPerr(f, r) ERR_raise_data(ERR_LIB_PROP, (r), NULL)
#  define PROVerr(f, r) ERR_raise_data(ERR_LIB_PROV, (r), NULL)
#  define RANDerr(f, r) ERR_raise_data(ERR_LIB_RAND, (r), NULL)
#  define RSAerr(f, r) ERR_raise_data(ERR_LIB_RSA, (r), NULL)
#  define KDFerr(f, r) ERR_raise_data(ERR_LIB_KDF, (r), NULL)
#  define SM2err(f, r) ERR_raise_data(ERR_LIB_SM2,
 (r), NULL)
#  define SSLerr(f, r) ERR_raise_data(ERR_LIB_SSL, (r), NULL)
#  define SYSerr(f, r) ERR_raise_data(ERR_LIB_SYS, (r), NULL)
#  define TSerr(f, r) ERR_raise_data(ERR_LIB_TS, (r), NULL)
#  define UIerr(f, r) ERR_raise_data(ERR_LIB_UI, (r), NULL)
#  define X509V3err(f, r) ERR_raise_data(ERR_LIB_X509V3, (r), NULL)
#  define X509err(f, r) ERR_raise_data(ERR_LIB_X509, (r), NULL)
# endif

/*-
* The error code packs differently depending on if it records a system
* error or an OpenSSL error.
*
* A system error packs like this (we follow POSIX and only allow positive
* numbers that fit in an |int|):
*
* +-+------------------------------------------------------------+
* |1|                    system error number                     |
* +-+------------------------------------------------------------+
*
* An OpenSSL error packs like this:
*
* <---------------------------- 32 bits -------------------------->
*    <--- 8 bits ---><------------------ 23 bits ----------------->
```

```
 * +-+---------------+-------------------------------------------+
* |0|    library    |                 reason                    |
* +-+---------------+-------------------------------------------+
*
* A few of the reason bits are reserved as flags with special meaning:
*
*                 <5 bits-<>--------- 19 bits ----------------->
*                +-------+-+-----------------------------------+
*                | rflags| |         reason                    |
*                +-------+-+-----------------------------------+
*                       ^
*                       |
*                      ERR_RFLAG_FATAL = ERR_R_FATAL
*
* The reason flags are part of the overall reason code for practical
* reasons, as they provide an easy way to place different types of
* reason codes in different numeric ranges.
*
* The currently known reason flags are:
*
* ERR_RFLAG_FATAL      Flags that the reason code is considered fatal.
*
                     For backward compatibility reasons, this flag
*                      is also the code for ERR_R_FATAL (that reason
*                      code served the dual purpose of flag and reason
*                      code in one in pre-3.0 OpenSSL).
* ERR_RFLAG_COMMON     Flags that the reason code is common to all
*                      libraries.  All ERR_R_ macros must use this flag,
*                      and no other _R_ macro is allowed to use it.
*/

/* Macros to help decode recorded system errors */
# define ERR_SYSTEM_FLAG              ((unsigned int)INT_MAX + 1)
# define ERR_SYSTEM_MASK               ((unsigned int)INT_MAX)

/*
* Macros to help decode recorded OpenSSL errors
* As expressed above, RFLAGS and REASON overlap by one bit to allow
* ERR_R_FATAL to use ERR_RFLAG_FATAL as its reason code.
*/
# define ERR_LIB_OFFSET               23L
# define ERR_LIB_MASK                 0xFF
# define ERR_RFLAGS_OFFSET             18L
# define ERR_RFLAGS_MASK
              0x1F
# define ERR_REASON_MASK               0X7FFFFF

/*
```

```
* Reason flags are defined pre-shifted to easily combine with the reason
* number.
*/
# define ERR_RFLAG_FATAL               (0x1 << ERR_RFLAGS_OFFSET)
# define ERR_RFLAG_COMMON              (0x2 << ERR_RFLAGS_OFFSET)

# define ERR_SYSTEM_ERROR(errcode)      (((errcode) & ERR_SYSTEM_FLAG) != 0)

static ossl_unused ossl_inline int ERR_GET_LIB(unsigned long errcode)
{
  if (ERR_SYSTEM_ERROR(errcode))
     return ERR_LIB_SYS;
  return (errcode >> ERR_LIB_OFFSET) & ERR_LIB_MASK;
}

static ossl_unused ossl_inline int ERR_GET_RFLAGS(unsigned long errcode)
{
  if (ERR_SYSTEM_ERROR(errcode))
     return 0;
  return errcode & (ERR_RFLAGS_MASK << ERR_RFLAGS_OFFSET);
}

static ossl_unused ossl_inline int ERR_GET_REASON(unsigned long errcode)
{
  if (ERR_SYSTEM_ERROR(errcode))
     return errcode & ERR_SYSTEM_MASK;
  return errcode & ERR_REASON_MASK;
}

static ossl_unused ossl_inline int ERR_FATAL_ERROR(unsigned
 long errcode)
{
  return (ERR_GET_RFLAGS(errcode) & ERR_RFLAG_FATAL) != 0;
}

static ossl_unused ossl_inline int ERR_COMMON_ERROR(unsigned long errcode)
{
  return (ERR_GET_RFLAGS(errcode) & ERR_RFLAG_COMMON) != 0;
}

/*
* ERR_PACK is a helper macro to properly pack OpenSSL error codes and may
* only be used for that purpose.  System errors are packed internally.
* ERR_PACK takes reason flags and reason code combined in |reason|.
* ERR_PACK ignores |func|, that parameter is just legacy from pre-3.0 OpenSSL.
*/
# define ERR_PACK(lib,func,reason)                                \
  ( (((unsigned long)(lib)    & ERR_LIB_MASK   ) << ERR_LIB_OFFSET) | \
```

```
    (((unsigned long)(reason) & ERR_REASON_MASK)) )

# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define SYS_F_FOPEN            0
#  define SYS_F_CONNECT          0
#  define SYS_F_GETSERVBYNAME    0
#  define SYS_F_SOCKET           0
#  define SYS_F_IOCTLSOCKET      0
#  define SYS_F_BIND             0
#
 define SYS_F_LISTEN           0
#  define SYS_F_ACCEPT           0
#  define SYS_F_WSASTARTUP       0
#  define SYS_F_OPENDIR          0
#  define SYS_F_FREAD            0
#  define SYS_F_GETADDRINFO      0
#  define SYS_F_GETNAMEINFO      0
#  define SYS_F_SETSOCKOPT       0
#  define SYS_F_GETSOCKOPT       0
#  define SYS_F_GETSOCKNAME      0
#  define SYS_F_GETHOSTBYNAME    0
#  define SYS_F_FFLUSH           0
#  define SYS_F_OPEN             0
#  define SYS_F_CLOSE            0
#  define SYS_F_IOCTL            0
#  define SYS_F_STAT             0
#  define SYS_F_FCNTL            0
#  define SYS_F_FSTAT            0
#  define SYS_F_SENDFILE         0
# endif

/*
* All ERR_R_ codes must be combined with ERR_RFLAG_COMMON.
*/

/* "we came from here" global reason codes, range 1..255 */
# define ERR_R_SYS_LIB         (ERR_LIB_SYS/* 2 */| ERR_RFLAG_COMMON)
# define ERR_R_BN_LIB          (ERR_LIB_BN/* 3 */| ERR_RFLAG_COMMON)
# define ERR_R_RSA_LIB         (ERR_LIB_RSA/*
 4 */| ERR_RFLAG_COMMON)
# define ERR_R_DH_LIB          (ERR_LIB_DH/* 5 */| ERR_RFLAG_COMMON)
# define ERR_R_EVP_LIB         (ERR_LIB_EVP/* 6 */| ERR_RFLAG_COMMON)
# define ERR_R_BUF_LIB         (ERR_LIB_BUF/* 7 */| ERR_RFLAG_COMMON)
# define ERR_R_OBJ_LIB         (ERR_LIB_OBJ/* 8 */| ERR_RFLAG_COMMON)
# define ERR_R_PEM_LIB         (ERR_LIB_PEM/* 9 */| ERR_RFLAG_COMMON)
# define ERR_R_DSA_LIB         (ERR_LIB_DSA/* 10 */| ERR_RFLAG_COMMON)
# define ERR_R_X509_LIB        (ERR_LIB_X509/* 11 */| ERR_RFLAG_COMMON)
# define ERR_R_ASN1_LIB        (ERR_LIB_ASN1/* 13 */| ERR_RFLAG_COMMON)
```

```
# define ERR_R_CONF_LIB        (ERR_LIB_CONF/* 14 */ | ERR_RFLAG_COMMON)
# define ERR_R_CRYPTO_LIB      (ERR_LIB_CRYPTO/* 15 */ | ERR_RFLAG_COMMON)
# define ERR_R_EC_LIB          (ERR_LIB_EC/* 16 */ | ERR_RFLAG_COMMON)
# define ERR_R_SSL_LIB         (ERR_LIB_SSL/* 20 */ | ERR_RFLAG_COMMON)
# define ERR_R_BIO_LIB         (ERR_LIB_BIO/* 32 */ | ERR_RFLAG_COMMON)
# define ERR_R_PKCS7_LIB
      (ERR_LIB_PKCS7/* 33 */ | ERR_RFLAG_COMMON)
# define ERR_R_X509V3_LIB      (ERR_LIB_X509V3/* 34 */ | ERR_RFLAG_COMMON)
# define ERR_R_PKCS12_LIB      (ERR_LIB_PKCS12/* 35 */ | ERR_RFLAG_COMMON)
# define ERR_R_RAND_LIB        (ERR_LIB_RAND/* 36 */ | ERR_RFLAG_COMMON)
# define ERR_R_DSO_LIB         (ERR_LIB_DSO/* 37 */ | ERR_RFLAG_COMMON)
# define ERR_R_ENGINE_LIB      (ERR_LIB_ENGINE/* 38 */ | ERR_RFLAG_COMMON)
# define ERR_R_UI_LIB          (ERR_LIB_UI/* 40 */ | ERR_RFLAG_COMMON)
# define ERR_R_ECDSA_LIB       (ERR_LIB_ECDSA/* 42 */ | ERR_RFLAG_COMMON)
# define ERR_R_OSSL_STORE_LIB  (ERR_LIB_OSSL_STORE/* 44 */ | ERR_RFLAG_COMMON)
# define ERR_R_CMS_LIB         (ERR_LIB_CMS/* 46 */ | ERR_RFLAG_COMMON)
# define ERR_R_TS_LIB          (ERR_LIB_TS/* 47 */ | ERR_RFLAG_COMMON)
# define ERR_R_CT_LIB          (ERR_LIB_CT/* 50 */ | ERR_RFLAG_COMMON)
# define ERR_R_PROV_LIB        (ERR_LIB_PROV/* 57 */ | ERR_RFLAG_COMMON)
# define ERR_R_ESS_LIB         (ERR_LIB_ESS/* 54
 */ | ERR_RFLAG_COMMON)
# define ERR_R_CMP_LIB         (ERR_LIB_CMP/* 58 */ | ERR_RFLAG_COMMON)
# define ERR_R_OSSL_ENCODER_LIB (ERR_LIB_OSSL_ENCODER/* 59 */ | ERR_RFLAG_COMMON)
# define ERR_R_OSSL_DECODER_LIB (ERR_LIB_OSSL_DECODER/* 60 */ | ERR_RFLAG_COMMON)

/* Other common error codes, range 256..2^ERR_RFLAGS_OFFSET-1 */
# define ERR_R_FATAL                    (ERR_RFLAG_FATAL|ERR_RFLAG_COMMON)
# define ERR_R_MALLOC_FAILURE           (256|ERR_R_FATAL)
# define ERR_R_SHOULD_NOT_HAVE_BEEN_CALLED  (257|ERR_R_FATAL)
# define ERR_R_PASSED_NULL_PARAMETER    (258|ERR_R_FATAL)
# define ERR_R_INTERNAL_ERROR           (259|ERR_R_FATAL)
# define ERR_R_DISABLED                 (260|ERR_R_FATAL)
# define ERR_R_INIT_FAIL                (261|ERR_R_FATAL)
# define ERR_R_PASSED_INVALID_ARGUMENT  (262|ERR_RFLAG_COMMON)
# define ERR_R_OPERATION_FAIL           (263|ERR_R_FATAL)
# define ERR_R_INVALID_PROVIDER_FUNCTIONS
  (264|ERR_R_FATAL)
# define ERR_R_INTERRUPTED_OR_CANCELLED (265|ERR_RFLAG_COMMON)
# define ERR_R_NESTED_ASN1_ERROR        (266|ERR_RFLAG_COMMON)
# define ERR_R_MISSING_ASN1_EOS         (267|ERR_RFLAG_COMMON)
# define ERR_R_UNSUPPORTED              (268|ERR_RFLAG_COMMON)
# define ERR_R_FETCH_FAILED             (269|ERR_RFLAG_COMMON)
# define ERR_R_INVALID_PROPERTY_DEFINITION  (270|ERR_RFLAG_COMMON)
# define ERR_R_UNABLE_TO_GET_READ_LOCK  (271|ERR_R_FATAL)
# define ERR_R_UNABLE_TO_GET_WRITE_LOCK (272|ERR_R_FATAL)

typedef struct ERR_string_data_st {
  unsigned long error;
```

```
  const char *string;
} ERR_STRING_DATA;

DEFINE_LHASH_OF_INTERNAL(ERR_STRING_DATA);
#define lh_ERR_STRING_DATA_new(hfn, cmp) ((LHASH_OF(ERR_STRING_DATA)
*)OPENSSL_LH_new(ossl_check_ERR_STRING_DATA_lh_hashfunc_type(hfn),
ossl_check_ERR_STRING_DATA_lh_compfunc_type(cmp)))
#define lh_ERR_STRING_DATA_free(lh) OPENSSL_LH_free(ossl_check_ERR_STRING_DATA_lh_type(lh))
#define
 lh_ERR_STRING_DATA_flush(lh) OPENSSL_LH_flush(ossl_check_ERR_STRING_DATA_lh_type(lh))
#define lh_ERR_STRING_DATA_insert(lh, ptr) ((ERR_STRING_DATA
*)OPENSSL_LH_insert(ossl_check_ERR_STRING_DATA_lh_type(lh),
ossl_check_ERR_STRING_DATA_lh_plain_type(ptr)))
#define lh_ERR_STRING_DATA_delete(lh, ptr) ((ERR_STRING_DATA
*)OPENSSL_LH_delete(ossl_check_ERR_STRING_DATA_lh_type(lh),
ossl_check_const_ERR_STRING_DATA_lh_plain_type(ptr)))
#define lh_ERR_STRING_DATA_retrieve(lh, ptr) ((ERR_STRING_DATA
*)OPENSSL_LH_retrieve(ossl_check_ERR_STRING_DATA_lh_type(lh),
ossl_check_const_ERR_STRING_DATA_lh_plain_type(ptr)))
#define lh_ERR_STRING_DATA_error(lh) OPENSSL_LH_error(ossl_check_ERR_STRING_DATA_lh_type(lh))
#define lh_ERR_STRING_DATA_num_items(lh)
OPENSSL_LH_num_items(ossl_check_ERR_STRING_DATA_lh_type(lh))
#define lh_ERR_STRING_DATA_node_stats_bio(lh, out)
OPENSSL_LH_node_stats_bio(ossl_check_const_ERR_STRING_DATA_lh_type(lh), out)
#define lh_ERR_STRING_DATA_node_usage_stats_bio(lh,
 out) OPENSSL_LH_node_usage_stats_bio(ossl_check_const_ERR_STRING_DATA_lh_type(lh), out)
#define lh_ERR_STRING_DATA_stats_bio(lh, out)
OPENSSL_LH_stats_bio(ossl_check_const_ERR_STRING_DATA_lh_type(lh), out)
#define lh_ERR_STRING_DATA_get_down_load(lh)
OPENSSL_LH_get_down_load(ossl_check_ERR_STRING_DATA_lh_type(lh))
#define lh_ERR_STRING_DATA_set_down_load(lh, dl)
OPENSSL_LH_set_down_load(ossl_check_ERR_STRING_DATA_lh_type(lh), dl)
#define lh_ERR_STRING_DATA_doall(lh, dfn)
OPENSSL_LH_doall(ossl_check_ERR_STRING_DATA_lh_type(lh),
ossl_check_ERR_STRING_DATA_lh_doallfunc_type(dfn))


/* 12 lines and some on an 80 column terminal */
#define ERR_MAX_DATA_SIZE       1024

/* Building blocks */
void ERR_new(void);
void ERR_set_debug(const char *file, int line, const char *func);
void ERR_set_error(int lib, int reason, const char *fmt, ...);
void ERR_vset_error(int lib, int reason, const char *fmt, va_list args);

/* Main error raising functions */
# define ERR_raise(lib, reason) ERR_raise_data((lib),(reason),NULL)
```

```
#
 define ERR_raise_data                                  \
   (ERR_new(),                                          \
    ERR_set_debug(OPENSSL_FILE,OPENSSL_LINE,OPENSSL_FUNC),     \
    ERR_set_error)

# ifndef OPENSSL_NO_DEPRECATED_3_0
/* Backward compatibility */
#  define ERR_put_error(lib, func, reason, file, line)         \
   (ERR_new(),                                          \
    ERR_set_debug((file), (line), OPENSSL_FUNC),              \
    ERR_set_error((lib), (reason), NULL))
# endif

void ERR_set_error_data(char *data, int flags);

unsigned long ERR_get_error(void);
unsigned long ERR_get_error_all(const char **file, int *line,
                                const char **func,
                                const char **data, int *flags);
# ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0
unsigned long ERR_get_error_line(const char **file, int *line);
OSSL_DEPRECATEDIN_3_0
unsigned long ERR_get_error_line_data(const
 char **file, int *line,
                                      const char **data, int *flags);
#endif
unsigned long ERR_peek_error(void);
unsigned long ERR_peek_error_line(const char **file, int *line);
unsigned long ERR_peek_error_func(const char **func);
unsigned long ERR_peek_error_data(const char **data, int *flags);
unsigned long ERR_peek_error_all(const char **file, int *line,
                                 const char **func,
                                 const char **data, int *flags);
# ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0
unsigned long ERR_peek_error_line_data(const char **file, int *line,
                                       const char **data, int *flags);
# endif
unsigned long ERR_peek_last_error(void);
unsigned long ERR_peek_last_error_line(const char **file, int *line);
unsigned long ERR_peek_last_error_func(const char **func);
unsigned long ERR_peek_last_error_data(const char **data, int *flags);
unsigned long ERR_peek_last_error_all(const
 char **file, int *line,
                                      const char **func,
                                      const char **data, int *flags);
```

```
# ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0
unsigned long ERR_peek_last_error_line_data(const char **file, int *line,
                                const char **data, int *flags);
# endif

void ERR_clear_error(void);

char *ERR_error_string(unsigned long e, char *buf);
void ERR_error_string_n(unsigned long e, char *buf, size_t len);
const char *ERR_lib_error_string(unsigned long e);
# ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 const char *ERR_func_error_string(unsigned long e);
# endif
const char *ERR_reason_error_string(unsigned long e);

void ERR_print_errors_cb(int (*cb) (const char *str, size_t len, void *u),
                         void *u);
# ifndef OPENSSL_NO_STDIO
void ERR_print_errors_fp(FILE *fp);
# endif
void ERR_print_errors(BIO *bp);

void ERR_add_error_data(int num, ...);
void ERR_add_error_vdata(int
 num, va_list args);
void ERR_add_error_txt(const char *sepr, const char *txt);
void ERR_add_error_mem_bio(const char *sep, BIO *bio);

int ERR_load_strings(int lib, ERR_STRING_DATA *str);
int ERR_load_strings_const(const ERR_STRING_DATA *str);
int ERR_unload_strings(int lib, ERR_STRING_DATA *str);

#ifndef OPENSSL_NO_DEPRECATED_1_1_0
# define ERR_load_crypto_strings() \
  OPENSSL_init_crypto(OPENSSL_INIT_LOAD_CRYPTO_STRINGS, NULL)
# define ERR_free_strings() while(0) continue
#endif
#ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 void ERR_remove_thread_state(void *);
#endif
#ifndef OPENSSL_NO_DEPRECATED_1_0_0
OSSL_DEPRECATEDIN_1_0_0 void ERR_remove_state(unsigned long pid);
#endif
#ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 ERR_STATE *ERR_get_state(void);
#endif
```

```
int ERR_get_next_error_library(void);

int ERR_set_mark(void);
int ERR_pop_to_mark(void);
int ERR_clear_last_mark(void);

#ifdef  __cplusplus
}
#endif

#endif
```

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/*
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*/



/*
* Header for dynamic hash table routines Author - Eric Young
*/

#ifndef OPENSSL_LHASH_H
# define OPENSSL_LHASH_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_LHASH_H
# endif

# include <openssl/e_os2.h>
# include <openssl/bio.h>

#ifdef  __cplusplus
extern "C" {
#endif

typedef struct lhash_node_st OPENSSL_LH_NODE;
typedef int (*OPENSSL_LH_COMPFUNC) (const void *, const void *);
typedef unsigned long (*OPENSSL_LH_HASHFUNC) (const void *);
typedef void (*OPENSSL_LH_DOALL_FUNC) (void *);
typedef void (*OPENSSL_LH_DOALL_FUNCARG) (void *, void *);
typedef struct lhash_st OPENSSL_LHASH;

/*
* Macros for
 declaring and implementing type-safe wrappers for LHASH
* callbacks. This way, callbacks can be provided to LHASH structures without
* function pointer casting and the macro-defined callbacks provide
* per-variable casting before deferring to the underlying type-specific
* callbacks. NB: It is possible to place a "static" in front of both the
* DECLARE and IMPLEMENT macros if the functions are strictly internal.
*/

/* First: "hash" functions */
# define DECLARE_LHASH_HASH_FN(name, o_type) \
      unsigned long name##_LHASH_HASH(const void *);
# define IMPLEMENT_LHASH_HASH_FN(name, o_type) \
```

```
    unsigned long name##_LHASH_HASH(const void *arg) { \
        const o_type *a = arg; \
        return name##_hash(a); }
# define LHASH_HASH_FN(name) name##_LHASH_HASH

/* Second: "compare" functions */
# define DECLARE_LHASH_COMP_FN(name, o_type) \
    int name##_LHASH_COMP(const void *, const void *);
# define IMPLEMENT_LHASH_COMP_FN(name, o_type) \
    int
 name##_LHASH_COMP(const void *arg1, const void *arg2) { \
        const o_type *a = arg1;             \
        const o_type *b = arg2; \
        return name##_cmp(a,b); }
# define LHASH_COMP_FN(name) name##_LHASH_COMP

/* Fourth: "doall_arg" functions */
# define DECLARE_LHASH_DOALL_ARG_FN(name, o_type, a_type) \
    void name##_LHASH_DOALL_ARG(void *, void *);
# define IMPLEMENT_LHASH_DOALL_ARG_FN(name, o_type, a_type) \
    void name##_LHASH_DOALL_ARG(void *arg1, void *arg2) { \
        o_type *a = arg1; \
        a_type *b = arg2; \
        name##_doall_arg(a, b); }
# define LHASH_DOALL_ARG_FN(name) name##_LHASH_DOALL_ARG


# define LH_LOAD_MULT    256

int OPENSSL_LH_error(OPENSSL_LHASH *lh);
OPENSSL_LHASH *OPENSSL_LH_new(OPENSSL_LH_HASHFUNC h, OPENSSL_LH_COMPFUNC c);
void OPENSSL_LH_free(OPENSSL_LHASH *lh);
void OPENSSL_LH_flush(OPENSSL_LHASH *lh);
void *OPENSSL_LH_insert(OPENSSL_LHASH *lh, void *data);
void *OPENSSL_LH_delete(OPENSSL_LHASH
 *lh, const void *data);
void *OPENSSL_LH_retrieve(OPENSSL_LHASH *lh, const void *data);
void OPENSSL_LH_doall(OPENSSL_LHASH *lh, OPENSSL_LH_DOALL_FUNC func);
void OPENSSL_LH_doall_arg(OPENSSL_LHASH *lh, OPENSSL_LH_DOALL_FUNCARG func, void *arg);
unsigned long OPENSSL_LH_strhash(const char *c);
unsigned long OPENSSL_LH_num_items(const OPENSSL_LHASH *lh);
unsigned long OPENSSL_LH_get_down_load(const OPENSSL_LHASH *lh);
void OPENSSL_LH_set_down_load(OPENSSL_LHASH *lh, unsigned long down_load);

# ifndef OPENSSL_NO_STDIO
void OPENSSL_LH_stats(const OPENSSL_LHASH *lh, FILE *fp);
void OPENSSL_LH_node_stats(const OPENSSL_LHASH *lh, FILE *fp);
void OPENSSL_LH_node_usage_stats(const OPENSSL_LHASH *lh, FILE *fp);
```

```
# endif
void OPENSSL_LH_stats_bio(const OPENSSL_LHASH *lh, BIO *out);
void OPENSSL_LH_node_stats_bio(const OPENSSL_LHASH *lh, BIO *out);
void OPENSSL_LH_node_usage_stats_bio(const OPENSSL_LHASH *lh, BIO *out);

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define _LHASH OPENSSL_LHASH
#
 define LHASH_NODE OPENSSL_LH_NODE
#  define lh_error OPENSSL_LH_error
#  define lh_new OPENSSL_LH_new
#  define lh_free OPENSSL_LH_free
#  define lh_insert OPENSSL_LH_insert
#  define lh_delete OPENSSL_LH_delete
#  define lh_retrieve OPENSSL_LH_retrieve
#  define lh_doall OPENSSL_LH_doall
#  define lh_doall_arg OPENSSL_LH_doall_arg
#  define lh_strhash OPENSSL_LH_strhash
#  define lh_num_items OPENSSL_LH_num_items
#  ifndef OPENSSL_NO_STDIO
#   define lh_stats OPENSSL_LH_stats
#   define lh_node_stats OPENSSL_LH_node_stats
#   define lh_node_usage_stats OPENSSL_LH_node_usage_stats
#  endif
#  define lh_stats_bio OPENSSL_LH_stats_bio
#  define lh_node_stats_bio OPENSSL_LH_node_stats_bio
#  define lh_node_usage_stats_bio OPENSSL_LH_node_usage_stats_bio
# endif

/* Type checking... */

# define LHASH_OF(type) struct lhash_st_##type

/* Helper macro for internal use */
# define DEFINE_LHASH_OF_INTERNAL(type) \
  LHASH_OF(type) { union lh_##type##_dummy { void* d1; unsigned long
 d2; int d3; } dummy; }; \
  typedef int (*lh_##type##_compfunc)(const type *a, const type *b); \
  typedef unsigned long (*lh_##type##_hashfunc)(const type *a); \
  typedef void (*lh_##type##_doallfunc)(type *a); \
  static ossl_unused ossl_inline type *ossl_check_##type##_lh_plain_type(type *ptr) \
  { \
      return ptr; \
  } \
  static ossl_unused ossl_inline const type *ossl_check_const_##type##_lh_plain_type(const type *ptr) \
  { \
      return ptr; \
  } \
```

```
  static ossl_unused ossl_inline const OPENSSL_LHASH *ossl_check_const_##type##_lh_type(const
LHASH_OF(type) *lh) \
  { \
    return (const OPENSSL_LHASH *)lh; \
  } \
  static ossl_unused ossl_inline OPENSSL_LHASH *ossl_check_##type##_lh_type(LHASH_OF(type) *lh) \
  { \
    return (OPENSSL_LHASH *)lh; \
  } \
  static ossl_unused ossl_inline OPENSSL_LH_COMPFUNC
ossl_check_##type##_lh_compfunc_type(lh_##type##_compfunc cmp) \
  { \
    return (OPENSSL_LH_COMPFUNC)cmp; \

  } \
  static ossl_unused ossl_inline OPENSSL_LH_HASHFUNC
ossl_check_##type##_lh_hashfunc_type(lh_##type##_hashfunc hfn) \
  { \
    return (OPENSSL_LH_HASHFUNC)hfn; \
  } \
  static ossl_unused ossl_inline OPENSSL_LH_DOALL_FUNC
ossl_check_##type##_lh_doallfunc_type(lh_##type##_doallfunc dfn) \
  { \
    return (OPENSSL_LH_DOALL_FUNC)dfn; \
  } \
  LHASH_OF(type)

# define DEFINE_LHASH_OF(type) \
  LHASH_OF(type) { union lh_##type##_dummy { void* d1; unsigned long d2; int d3; } dummy; }; \
  static ossl_unused ossl_inline LHASH_OF(type) *lh_##type##_new(unsigned long (*hfn)(const type *), \
                                                 int (*cfn)(const type *, const type *)) \
  { \
    return (LHASH_OF(type) *) \
        OPENSSL_LH_new((OPENSSL_LH_HASHFUNC)hfn, (OPENSSL_LH_COMPFUNC)cfn); \
  } \
  static ossl_unused ossl_inline void lh_##type##_free(LHASH_OF(type) *lh) \
  { \
    OPENSSL_LH_free((OPENSSL_LHASH *)lh);
 \
  } \
  static ossl_unused ossl_inline void lh_##type##_flush(LHASH_OF(type) *lh) \
  { \
    OPENSSL_LH_flush((OPENSSL_LHASH *)lh); \
  } \
  static ossl_unused ossl_inline type *lh_##type##_insert(LHASH_OF(type) *lh, type *d) \
  { \
    return (type *)OPENSSL_LH_insert((OPENSSL_LHASH *)lh, d); \
  } \
```

```
 static ossl_unused ossl_inline type *lh_##type##_delete(LHASH_OF(type) *lh, const type *d) \
 { \
    return (type *)OPENSSL_LH_delete((OPENSSL_LHASH *)lh, d); \
 } \
 static ossl_unused ossl_inline type *lh_##type##_retrieve(LHASH_OF(type) *lh, const type *d) \
 { \
    return (type *)OPENSSL_LH_retrieve((OPENSSL_LHASH *)lh, d); \
 } \
 static ossl_unused ossl_inline int lh_##type##_error(LHASH_OF(type) *lh) \
 { \
    return OPENSSL_LH_error((OPENSSL_LHASH *)lh); \
 } \
 static ossl_unused ossl_inline unsigned long lh_##type##_num_items(LHASH_OF(type) *lh) \
 { \
    return OPENSSL_LH_num_items((OPENSSL_LHASH
*)lh); \
 } \
 static ossl_unused ossl_inline void lh_##type##_node_stats_bio(const LHASH_OF(type) *lh, BIO *out) \
 { \
    OPENSSL_LH_node_stats_bio((const OPENSSL_LHASH *)lh, out); \
 } \
 static ossl_unused ossl_inline void lh_##type##_node_usage_stats_bio(const LHASH_OF(type) *lh, BIO *out) \
 { \
    OPENSSL_LH_node_usage_stats_bio((const OPENSSL_LHASH *)lh, out); \
 } \
 static ossl_unused ossl_inline void lh_##type##_stats_bio(const LHASH_OF(type) *lh, BIO *out) \
 { \
    OPENSSL_LH_stats_bio((const OPENSSL_LHASH *)lh, out); \
 } \
 static ossl_unused ossl_inline unsigned long lh_##type##_get_down_load(LHASH_OF(type) *lh) \
 { \
    return OPENSSL_LH_get_down_load((OPENSSL_LHASH *)lh); \
 } \
 static ossl_unused ossl_inline void lh_##type##_set_down_load(LHASH_OF(type) *lh, unsigned long dl) \
 { \
    OPENSSL_LH_set_down_load((OPENSSL_LHASH *)lh, dl); \
 } \
 static ossl_unused ossl_inline void lh_##type##_doall(LHASH_OF(type)
*lh, \
                                       void (*doall)(type *)) \
 { \
    OPENSSL_LH_doall((OPENSSL_LHASH *)lh, (OPENSSL_LH_DOALL_FUNC)doall); \
 } \
 static ossl_unused ossl_inline void lh_##type##_doall_arg(LHASH_OF(type) *lh, \
                                           void (*doallarg)(type *, void *), \
                                           void *arg) \
 { \
    OPENSSL_LH_doall_arg((OPENSSL_LHASH *)lh, \
```

```
                    (OPENSSL_LH_DOALL_FUNCARG)doallarg, arg); \
  } \
  LHASH_OF(type)

#define IMPLEMENT_LHASH_DOALL_ARG_CONST(type, argtype) \
  int_implement_lhash_doall(type, argtype, const type)

#define IMPLEMENT_LHASH_DOALL_ARG(type, argtype) \
  int_implement_lhash_doall(type, argtype, type)

#define int_implement_lhash_doall(type, argtype, cbargtype) \
  static ossl_unused ossl_inline void \
    lh_##type##_doall_##argtype(LHASH_OF(type) *lh,
 \
                        void (*fn)(cbargtype *, argtype *), \
                        argtype *arg) \
  { \
    OPENSSL_LH_doall_arg((OPENSSL_LHASH *)lh, (OPENSSL_LH_DOALL_FUNCARG)fn, (void *)arg); \
  } \
  LHASH_OF(type)

DEFINE_LHASH_OF_INTERNAL(OPENSSL_STRING);
#define lh_OPENSSL_STRING_new(hfn, cmp) ((LHASH_OF(OPENSSL_STRING)
*)OPENSSL_LH_new(ossl_check_OPENSSL_STRING_lh_hashfunc_type(hfn),
ossl_check_OPENSSL_STRING_lh_compfunc_type(cmp)))
#define lh_OPENSSL_STRING_free(lh) OPENSSL_LH_free(ossl_check_OPENSSL_STRING_lh_type(lh))
#define lh_OPENSSL_STRING_flush(lh) OPENSSL_LH_flush(ossl_check_OPENSSL_STRING_lh_type(lh))
#define lh_OPENSSL_STRING_insert(lh, ptr) ((OPENSSL_STRING
*)OPENSSL_LH_insert(ossl_check_OPENSSL_STRING_lh_type(lh),
ossl_check_OPENSSL_STRING_lh_plain_type(ptr)))
#define lh_OPENSSL_STRING_delete(lh, ptr) ((OPENSSL_STRING
*)OPENSSL_LH_delete(ossl_check_OPENSSL_STRING_lh_type(lh),
ossl_check_const_OPENSSL_STRING_lh_plain_type(ptr)))
#define
 lh_OPENSSL_STRING_retrieve(lh, ptr) ((OPENSSL_STRING
*)OPENSSL_LH_retrieve(ossl_check_OPENSSL_STRING_lh_type(lh),
ossl_check_const_OPENSSL_STRING_lh_plain_type(ptr)))
#define lh_OPENSSL_STRING_error(lh) OPENSSL_LH_error(ossl_check_OPENSSL_STRING_lh_type(lh))
#define lh_OPENSSL_STRING_num_items(lh)
OPENSSL_LH_num_items(ossl_check_OPENSSL_STRING_lh_type(lh))
#define lh_OPENSSL_STRING_node_stats_bio(lh, out)
OPENSSL_LH_node_stats_bio(ossl_check_const_OPENSSL_STRING_lh_type(lh), out)
#define lh_OPENSSL_STRING_node_usage_stats_bio(lh, out)
OPENSSL_LH_node_usage_stats_bio(ossl_check_const_OPENSSL_STRING_lh_type(lh), out)
#define lh_OPENSSL_STRING_stats_bio(lh, out)
OPENSSL_LH_stats_bio(ossl_check_const_OPENSSL_STRING_lh_type(lh), out)
#define lh_OPENSSL_STRING_get_down_load(lh)
OPENSSL_LH_get_down_load(ossl_check_OPENSSL_STRING_lh_type(lh))
```

```
#define lh_OPENSSL_STRING_set_down_load(lh, dl)
OPENSSL_LH_set_down_load(ossl_check_OPENSSL_STRING_lh_type(lh), dl)
#define lh_OPENSSL_STRING_doall(lh,
 dfn) OPENSSL_LH_doall(ossl_check_OPENSSL_STRING_lh_type(lh),
ossl_check_OPENSSL_STRING_lh_doallfunc_type(dfn))
DEFINE_LHASH_OF_INTERNAL(OPENSSL_CSTRING);
#define lh_OPENSSL_CSTRING_new(hfn, cmp) ((LHASH_OF(OPENSSL_CSTRING)
*)OPENSSL_LH_new(ossl_check_OPENSSL_CSTRING_lh_hashfunc_type(hfn),
ossl_check_OPENSSL_CSTRING_lh_compfunc_type(cmp)))
#define lh_OPENSSL_CSTRING_free(lh) OPENSSL_LH_free(ossl_check_OPENSSL_CSTRING_lh_type(lh))
#define lh_OPENSSL_CSTRING_flush(lh) OPENSSL_LH_flush(ossl_check_OPENSSL_CSTRING_lh_type(lh))
#define lh_OPENSSL_CSTRING_insert(lh, ptr) ((OPENSSL_CSTRING
*)OPENSSL_LH_insert(ossl_check_OPENSSL_CSTRING_lh_type(lh),
ossl_check_OPENSSL_CSTRING_lh_plain_type(ptr)))
#define lh_OPENSSL_CSTRING_delete(lh, ptr) ((OPENSSL_CSTRING
*)OPENSSL_LH_delete(ossl_check_OPENSSL_CSTRING_lh_type(lh),
ossl_check_const_OPENSSL_CSTRING_lh_plain_type(ptr)))
#define lh_OPENSSL_CSTRING_retrieve(lh, ptr) ((OPENSSL_CSTRING
*)OPENSSL_LH_retrieve(ossl_check_OPENSSL_CSTRING_lh_type(lh),
 ossl_check_const_OPENSSL_CSTRING_lh_plain_type(ptr)))
#define lh_OPENSSL_CSTRING_error(lh) OPENSSL_LH_error(ossl_check_OPENSSL_CSTRING_lh_type(lh))
#define lh_OPENSSL_CSTRING_num_items(lh)
OPENSSL_LH_num_items(ossl_check_OPENSSL_CSTRING_lh_type(lh))
#define lh_OPENSSL_CSTRING_node_stats_bio(lh, out)
OPENSSL_LH_node_stats_bio(ossl_check_const_OPENSSL_CSTRING_lh_type(lh), out)
#define lh_OPENSSL_CSTRING_node_usage_stats_bio(lh, out)
OPENSSL_LH_node_usage_stats_bio(ossl_check_const_OPENSSL_CSTRING_lh_type(lh), out)
#define lh_OPENSSL_CSTRING_stats_bio(lh, out)
OPENSSL_LH_stats_bio(ossl_check_const_OPENSSL_CSTRING_lh_type(lh), out)
#define lh_OPENSSL_CSTRING_get_down_load(lh)
OPENSSL_LH_get_down_load(ossl_check_OPENSSL_CSTRING_lh_type(lh))
#define lh_OPENSSL_CSTRING_set_down_load(lh, dl)
OPENSSL_LH_set_down_load(ossl_check_OPENSSL_CSTRING_lh_type(lh), dl)
#define lh_OPENSSL_CSTRING_doall(lh, dfn)
OPENSSL_LH_doall(ossl_check_OPENSSL_CSTRING_lh_type(lh),
ossl_check_OPENSSL_CSTRING_lh_doallfunc_type(dfn))


#ifdef
  __cplusplus
}
#endif

#endif
{
 'variables': {
   'openssl_sources': [
     'openssl/ssl/bio_ssl.c',
```

'openssl/ssl/d1_lib.c',
'openssl/ssl/d1_msg.c',
'openssl/ssl/d1_srtp.c',
'openssl/ssl/methods.c',
'openssl/ssl/pqueue.c',
'openssl/ssl/s3_enc.c',
'openssl/ssl/s3_lib.c',
'openssl/ssl/s3_msg.c',
'openssl/ssl/ssl_asn1.c',
'openssl/ssl/ssl_cert.c',
'openssl/ssl/ssl_ciph.c',
'openssl/ssl/ssl_conf.c',
'openssl/ssl/ssl_err.c',
'openssl/ssl/ssl_err_legacy.c',
'openssl/ssl/ssl_init.c',
'openssl/ssl/ssl_lib.c',
'openssl/ssl/ssl_mcnf.c',
'openssl/ssl/ssl_rsa.c',
'openssl/ssl/ssl_rsa_legacy.c',
'openssl/ssl/ssl_sess.c',
'openssl/ssl/ssl_stat.c',
'openssl/ssl/ssl_txt.c',
'openssl/ssl/ssl_utst.c',
'openssl/ssl/t1_enc.c',
'openssl/ssl/t1_lib.c',
'openssl/ssl/t1_trce.c',
'openssl/ssl/tls13_enc.c',
'openssl/ssl/tls_depr.c',
'openssl/ssl/tls_srp.c',
'openssl/ssl/record/dtls1_bitmap.c',
'openssl/ssl/record/rec_layer_d1.c',
'openssl/ssl/record/rec_layer_s3.c',
'openssl/ssl/record/ssl3_buffer.c',
'openssl/ssl/record/ssl3_record.c',
'openssl/ssl/record/ssl3_record_tls13.c',
'openssl/ssl/statem/extensions.c',
'openssl/ssl/statem/extensions_clnt.c',
'openssl/ssl/statem/extensions_cust.c',
'openssl/ssl/statem/extensions_srvr.c',
'openssl/ssl/statem/statem.c',
'openssl/ssl/statem/statem_clnt.c',
'openssl/ssl/statem/statem_dtls.c',
'openssl/ssl/statem/statem_lib.c',
'openssl/ssl/statem/statem_srvr.c',
'openssl/crypto/aes/aes_cfb.c',
'openssl/crypto/aes/aes_ecb.c',
'openssl/crypto/aes/aes_ige.c',
'openssl/crypto/aes/aes_misc.c',

'openssl/crypto/aes/aes_ofb.c',
'openssl/crypto/aes/aes_wrap.c',
'openssl/crypto/aria/aria.c',
'openssl/crypto/asn1/a_bitstr.c',
'openssl/crypto/asn1/a_d2i_fp.c',
'openssl/crypto/asn1/a_digest.c',
'openssl/crypto/asn1/a_dup.c',
'openssl/crypto/asn1/a_gentm.c',
'openssl/crypto/asn1/a_i2d_fp.c',
'openssl/crypto/asn1/a_int.c',
'openssl/crypto/asn1/a_mbstr.c',
'openssl/crypto/asn1/a_object.c',
'openssl/crypto/asn1/a_octet.c',
'openssl/crypto/asn1/a_print.c',
'openssl/crypto/asn1/a_sign.c',
'openssl/crypto/asn1/a_strex.c',
'openssl/crypto/asn1/a_strnid.c',
'openssl/crypto/asn1/a_time.c',
'openssl/crypto/asn1/a_type.c',
'openssl/crypto/asn1/a_utctm.c',
'openssl/crypto/asn1/a_utf8.c',
'openssl/crypto/asn1/a_verify.c',
'openssl/crypto/asn1/ameth_lib.c',
'openssl/crypto/asn1/asn1_err.c',
'openssl/crypto/asn1/asn1_gen.c',
'openssl/crypto/asn1/asn1_item_list.c',
'openssl/crypto/asn1/asn1_lib.c',
'openssl/crypto/asn1/asn1_parse.c',
'openssl/crypto/asn1/asn_mime.c',
'openssl/crypto/asn1/asn_moid.c',
'openssl/crypto/asn1/asn_mstbl.c',
'openssl/crypto/asn1/asn_pack.c',
'openssl/crypto/asn1/bio_asn1.c',
'openssl/crypto/asn1/bio_ndef.c',
'openssl/crypto/asn1/d2i_param.c',
'openssl/crypto/asn1/d2i_pr.c',
'openssl/crypto/asn1/d2i_pu.c',
'openssl/crypto/asn1/evp_asn1.c',
'openssl/crypto/asn1/f_int.c',
'openssl/crypto/asn1/f_string.c',
'openssl/crypto/asn1/i2d_evp.c',
'openssl/crypto/asn1/n_pkey.c',
'openssl/crypto/asn1/nsseq.c',
'openssl/crypto/asn1/p5_pbe.c',
'openssl/crypto/asn1/p5_pbev2.c',
'openssl/crypto/asn1/p5_scrypt.c',
'openssl/crypto/asn1/p8_pkey.c',
'openssl/crypto/asn1/t_bitst.c',

'openssl/crypto/asn1/t_pkey.c',
'openssl/crypto/asn1/t_spki.c',
'openssl/crypto/asn1/tasn_dec.c',
'openssl/crypto/asn1/tasn_enc.c',
'openssl/crypto/asn1/tasn_fre.c',
'openssl/crypto/asn1/tasn_new.c',
'openssl/crypto/asn1/tasn_prn.c',
'openssl/crypto/asn1/tasn_scn.c',
'openssl/crypto/asn1/tasn_typ.c',
'openssl/crypto/asn1/tasn_utl.c',
'openssl/crypto/asn1/x_algor.c',
'openssl/crypto/asn1/x_bignum.c',
'openssl/crypto/asn1/x_info.c',
'openssl/crypto/asn1/x_int64.c',
'openssl/crypto/asn1/x_long.c',
'openssl/crypto/asn1/x_pkey.c',
'openssl/crypto/asn1/x_sig.c',
'openssl/crypto/asn1/x_spki.c',
'openssl/crypto/asn1/x_val.c',
'openssl/crypto/async/arch/async_null.c',
'openssl/crypto/async/arch/async_posix.c',
'openssl/crypto/async/arch/async_win.c',
'openssl/crypto/async/async.c',
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  'CMLL_ASM',
  'ECP_NISTZ256_ASM',
  'GHASH_ASM',
  'KECCAK1600_ASM',
  'MD5_ASM',
  'OPENSSL_BN_ASM_GF2m',
  'OPENSSL_BN_ASM_MONT',
  'OPENSSL_BN_ASM_MONT5',
  'OPENSSL_CPUID_OBJ',
  'OPENSSL_IA32_SSE2',
  'PADLOCK_ASM',
  'POLY1305_ASM',
```

```
    'RC4_ASM',
    'SHA1_ASM',
    'SHA256_ASM',
    'SHA512_ASM',
    'VPAES_ASM',
    'WHIRLPOOL_ASM',
    'X25519_ASM',
    'OPENSSL_PIC',
  ],
  'openssl_cflags_BSD-x86_64': [
    '-Wa,--noexecstack',
    '-Wall -O3',
    '-pthread',
    '-Wall -O3',
  ],
  'openssl_ex_libs_BSD-x86_64': [
    '-pthread',
  ],
 },
 'include_dirs': [
  '.',
  './include',

  './crypto',
  './crypto/include/internal',
  './providers/common/include',
 ],
 'defines': ['<@(openssl_defines_BSD-x86_64)'],
 'cflags' : ['<@(openssl_cflags_BSD-x86_64)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86_64)'],
 'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86_64)'],
 'direct_dependent_settings': {
  'include_dirs': ['./include', '.'],
  'defines': ['<@(openssl_defines_BSD-x86_64)'],
 },
}
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/ct.h.in
*
* Copyright 2016-2020 The OpenSSL Project Authors. All Rights Reserved.
*
* Licensed under the Apache License 2.0 (the "License").  You may not use
* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/
```

```
#ifndef OPENSSL_CT_H
# define OPENSSL_CT_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_CT_H
# endif

# include <openssl/opensslconf.h>

# ifndef OPENSSL_NO_CT
# include <openssl/types.h>
# include <openssl/safestack.h>
# include <openssl/x509.h>
# include <openssl/cterr.h>
# ifdef  __cplusplus
extern "C" {
# endif


/* Minimum RSA key size, from RFC6962 */
# define SCT_MIN_RSA_BITS 2048

/* All hashes are SHA256 in v1 of Certificate Transparency */
# define CT_V1_HASHLEN SHA256_DIGEST_LENGTH

SKM_DEFINE_STACK_OF_INTERNAL(SCT,
 SCT, SCT)
#define sk_SCT_num(sk) OPENSSL_sk_num(ossl_check_const_SCT_sk_type(sk))
#define sk_SCT_value(sk, idx) ((SCT *)OPENSSL_sk_value(ossl_check_const_SCT_sk_type(sk), (idx)))
#define sk_SCT_new(cmp) ((STACK_OF(SCT) *)OPENSSL_sk_new(ossl_check_SCT_compfunc_type(cmp)))
#define sk_SCT_new_null() ((STACK_OF(SCT) *)OPENSSL_sk_new_null())
#define sk_SCT_new_reserve(cmp, n) ((STACK_OF(SCT)
*)OPENSSL_sk_new_reserve(ossl_check_SCT_compfunc_type(cmp), (n)))
#define sk_SCT_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_SCT_sk_type(sk), (n))
#define sk_SCT_free(sk) OPENSSL_sk_free(ossl_check_SCT_sk_type(sk))
#define sk_SCT_zero(sk) OPENSSL_sk_zero(ossl_check_SCT_sk_type(sk))
#define sk_SCT_delete(sk, i) ((SCT *)OPENSSL_sk_delete(ossl_check_SCT_sk_type(sk), (i)))
#define sk_SCT_delete_ptr(sk, ptr) ((SCT *)OPENSSL_sk_delete_ptr(ossl_check_SCT_sk_type(sk),
ossl_check_SCT_type(ptr)))
#define sk_SCT_push(sk, ptr) OPENSSL_sk_push(ossl_check_SCT_sk_type(sk), ossl_check_SCT_type(ptr))
#define sk_SCT_unshift(sk,
 ptr) OPENSSL_sk_unshift(ossl_check_SCT_sk_type(sk), ossl_check_SCT_type(ptr))
#define sk_SCT_pop(sk) ((SCT *)OPENSSL_sk_pop(ossl_check_SCT_sk_type(sk)))
#define sk_SCT_shift(sk) ((SCT *)OPENSSL_sk_shift(ossl_check_SCT_sk_type(sk)))
```

```
#define sk_SCT_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_SCT_sk_type(sk),ossl_check_SCT_freefunc_type(freefunc))
#define sk_SCT_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_SCT_sk_type(sk), ossl_check_SCT_type(ptr),
(idx))
#define sk_SCT_set(sk, idx, ptr) ((SCT *)OPENSSL_sk_set(ossl_check_SCT_sk_type(sk), (idx),
ossl_check_SCT_type(ptr)))
#define sk_SCT_find(sk, ptr) OPENSSL_sk_find(ossl_check_SCT_sk_type(sk), ossl_check_SCT_type(ptr))
#define sk_SCT_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_SCT_sk_type(sk), ossl_check_SCT_type(ptr))
#define sk_SCT_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_SCT_sk_type(sk),
ossl_check_SCT_type(ptr), pnum)
#define sk_SCT_sort(sk) OPENSSL_sk_sort(ossl_check_SCT_sk_type(sk))
#define
 sk_SCT_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_SCT_sk_type(sk))
#define sk_SCT_dup(sk) ((STACK_OF(SCT) *)OPENSSL_sk_dup(ossl_check_const_SCT_sk_type(sk)))
#define sk_SCT_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(SCT)
*)OPENSSL_sk_deep_copy(ossl_check_const_SCT_sk_type(sk), ossl_check_SCT_copyfunc_type(copyfunc),
ossl_check_SCT_freefunc_type(freefunc)))
#define sk_SCT_set_cmp_func(sk, cmp)
((sk_SCT_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_SCT_sk_type(sk),
ossl_check_SCT_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(CTLOG, CTLOG, CTLOG)
#define sk_CTLOG_num(sk) OPENSSL_sk_num(ossl_check_const_CTLOG_sk_type(sk))
#define sk_CTLOG_value(sk, idx) ((CTLOG *)OPENSSL_sk_value(ossl_check_const_CTLOG_sk_type(sk),
(idx)))
#define sk_CTLOG_new(cmp) ((STACK_OF(CTLOG)
*)OPENSSL_sk_new(ossl_check_CTLOG_compfunc_type(cmp)))
#define sk_CTLOG_new_null() ((STACK_OF(CTLOG) *)OPENSSL_sk_new_null())
#define sk_CTLOG_new_reserve(cmp, n) ((STACK_OF(CTLOG)
*)OPENSSL_sk_new_reserve(ossl_check_CTLOG_compfunc_type(cmp),
 (n)))
#define sk_CTLOG_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_CTLOG_sk_type(sk), (n))
#define sk_CTLOG_free(sk) OPENSSL_sk_free(ossl_check_CTLOG_sk_type(sk))
#define sk_CTLOG_zero(sk) OPENSSL_sk_zero(ossl_check_CTLOG_sk_type(sk))
#define sk_CTLOG_delete(sk, i) ((CTLOG *)OPENSSL_sk_delete(ossl_check_CTLOG_sk_type(sk), (i)))
#define sk_CTLOG_delete_ptr(sk, ptr) ((CTLOG *)OPENSSL_sk_delete_ptr(ossl_check_CTLOG_sk_type(sk),
ossl_check_CTLOG_type(ptr)))
#define sk_CTLOG_push(sk, ptr) OPENSSL_sk_push(ossl_check_CTLOG_sk_type(sk),
ossl_check_CTLOG_type(ptr))
#define sk_CTLOG_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_CTLOG_sk_type(sk),
ossl_check_CTLOG_type(ptr))
#define sk_CTLOG_pop(sk) ((CTLOG *)OPENSSL_sk_pop(ossl_check_CTLOG_sk_type(sk)))
#define sk_CTLOG_shift(sk) ((CTLOG *)OPENSSL_sk_shift(ossl_check_CTLOG_sk_type(sk)))
#define sk_CTLOG_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_CTLOG_sk_type(sk),ossl_check_CTLOG_freefunc_type(freefunc))
#define
 sk_CTLOG_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_CTLOG_sk_type(sk),
ossl_check_CTLOG_type(ptr), (idx))
#define sk_CTLOG_set(sk, idx, ptr) ((CTLOG *)OPENSSL_sk_set(ossl_check_CTLOG_sk_type(sk), (idx),
```

```
ossl_check_CTLOG_type(ptr)))
#define sk_CTLOG_find(sk, ptr) OPENSSL_sk_find(ossl_check_CTLOG_sk_type(sk),
ossl_check_CTLOG_type(ptr))
#define sk_CTLOG_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_CTLOG_sk_type(sk),
ossl_check_CTLOG_type(ptr))
#define sk_CTLOG_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_CTLOG_sk_type(sk),
ossl_check_CTLOG_type(ptr), pnum)
#define sk_CTLOG_sort(sk) OPENSSL_sk_sort(ossl_check_CTLOG_sk_type(sk))
#define sk_CTLOG_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_CTLOG_sk_type(sk))
#define sk_CTLOG_dup(sk) ((STACK_OF(CTLOG)
*)OPENSSL_sk_dup(ossl_check_const_CTLOG_sk_type(sk)))
#define sk_CTLOG_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(CTLOG)
*)OPENSSL_sk_deep_copy(ossl_check_const_CTLOG_sk_type(sk),
ossl_check_CTLOG_copyfunc_type(copyfunc),
 ossl_check_CTLOG_freefunc_type(freefunc)))
#define sk_CTLOG_set_cmp_func(sk, cmp)
((sk_CTLOG_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_CTLOG_sk_type(sk),
ossl_check_CTLOG_compfunc_type(cmp)))



typedef enum {
  CT_LOG_ENTRY_TYPE_NOT_SET = -1,
  CT_LOG_ENTRY_TYPE_X509 = 0,
  CT_LOG_ENTRY_TYPE_PRECERT = 1
} ct_log_entry_type_t;

typedef enum {
  SCT_VERSION_NOT_SET = -1,
  SCT_VERSION_V1 = 0
} sct_version_t;

typedef enum {
  SCT_SOURCE_UNKNOWN,
  SCT_SOURCE_TLS_EXTENSION,
  SCT_SOURCE_X509V3_EXTENSION,
  SCT_SOURCE_OCSP_STAPLED_RESPONSE
} sct_source_t;

typedef enum {
  SCT_VALIDATION_STATUS_NOT_SET,
  SCT_VALIDATION_STATUS_UNKNOWN_LOG,
  SCT_VALIDATION_STATUS_VALID,
  SCT_VALIDATION_STATUS_INVALID,
  SCT_VALIDATION_STATUS_UNVERIFIED,
  SCT_VALIDATION_STATUS_UNKNOWN_VERSION
} sct_validation_status_t;
```

```
/**********************************************
* CT policy evaluation context functions *
**********************************************/

/*
 * Creates a new, empty policy evaluation context associated with the given
* library context and property query string.
* The caller is responsible for calling CT_POLICY_EVAL_CTX_free when finished
* with the CT_POLICY_EVAL_CTX.
*/
CT_POLICY_EVAL_CTX *CT_POLICY_EVAL_CTX_new_ex(OSSL_LIB_CTX *libctx,
                                              const char *propq);

/*
* The same as CT_POLICY_EVAL_CTX_new_ex() but the default library
* context and property query string is used.
*/
CT_POLICY_EVAL_CTX *CT_POLICY_EVAL_CTX_new(void);

/* Deletes a policy evaluation context and anything it owns. */
void CT_POLICY_EVAL_CTX_free(CT_POLICY_EVAL_CTX *ctx);

/* Gets the peer certificate that the SCTs are for */
X509* CT_POLICY_EVAL_CTX_get0_cert(const CT_POLICY_EVAL_CTX *ctx);

/*
* Sets the certificate associated with the received SCTs.
* Increments the reference count of cert.
* Returns 1 on success, 0 otherwise.
*/
int CT_POLICY_EVAL_CTX_set1_cert(CT_POLICY_EVAL_CTX
 *ctx, X509 *cert);

/* Gets the issuer of the aforementioned certificate */
X509* CT_POLICY_EVAL_CTX_get0_issuer(const CT_POLICY_EVAL_CTX *ctx);

/*
* Sets the issuer of the certificate associated with the received SCTs.
* Increments the reference count of issuer.
* Returns 1 on success, 0 otherwise.
*/
int CT_POLICY_EVAL_CTX_set1_issuer(CT_POLICY_EVAL_CTX *ctx, X509 *issuer);

/* Gets the CT logs that are trusted sources of SCTs */
const CTLOG_STORE *CT_POLICY_EVAL_CTX_get0_log_store(const CT_POLICY_EVAL_CTX *ctx);

/* Sets the log store that is in use. It must outlive the CT_POLICY_EVAL_CTX. */
void CT_POLICY_EVAL_CTX_set_shared_CTLOG_STORE(CT_POLICY_EVAL_CTX *ctx,
```

```
                                CTLOG_STORE *log_store);

/*
* Gets the time, in milliseconds since the Unix epoch, that will be used as the
* current time when checking whether an SCT was issued in the future.
* Such SCTs will fail validation, as required by RFC6962.
 */
uint64_t CT_POLICY_EVAL_CTX_get_time(const CT_POLICY_EVAL_CTX *ctx);

/*
* Sets the time to evaluate SCTs against, in milliseconds since the Unix epoch.
* If an SCT's timestamp is after this time, it will be interpreted as having
* been issued in the future. RFC6962 states that "TLS clients MUST reject SCTs
* whose timestamp is in the future", so an SCT will not validate in this case.
*/
void CT_POLICY_EVAL_CTX_set_time(CT_POLICY_EVAL_CTX *ctx, uint64_t time_in_ms);

/******************
* SCT functions *
******************/

/*
* Creates a new, blank SCT.
* The caller is responsible for calling SCT_free when finished with the SCT.
*/
SCT *SCT_new(void);

/*
* Creates a new SCT from some base64-encoded strings.
* The caller is responsible for calling SCT_free when finished with the SCT.
*/
SCT *SCT_new_from_base64(unsigned char version,
                         const char *logid_base64,
                         ct_log_entry_type_t entry_type,

  uint64_t timestamp,
                         const char *extensions_base64,
                         const char *signature_base64);

/*
* Frees the SCT and the underlying data structures.
*/
void SCT_free(SCT *sct);

/*
* Free a stack of SCTs, and the underlying SCTs themselves.
* Intended to be compatible with X509V3_EXT_FREE.
*/
```

```
void SCT_LIST_free(STACK_OF(SCT) *a);

/*
* Returns the version of the SCT.
*/
sct_version_t SCT_get_version(const SCT *sct);

/*
* Set the version of an SCT.
* Returns 1 on success, 0 if the version is unrecognized.
*/
__owur int SCT_set_version(SCT *sct, sct_version_t version);

/*
* Returns the log entry type of the SCT.
*/
ct_log_entry_type_t SCT_get_log_entry_type(const SCT *sct);

/*
* Set the log entry type of an SCT.
* Returns 1 on success, 0 otherwise.
*/
__owur int SCT_set_log_entry_type(SCT *sct, ct_log_entry_type_t entry_type);

/*
* Gets the ID of the log that an SCT came from.
* Ownership of the log ID remains with the SCT.
*
 Returns the length of the log ID.
*/
size_t SCT_get0_log_id(const SCT *sct, unsigned char **log_id);

/*
* Set the log ID of an SCT to point directly to the *log_id specified.
* The SCT takes ownership of the specified pointer.
* Returns 1 on success, 0 otherwise.
*/
__owur int SCT_set0_log_id(SCT *sct, unsigned char *log_id, size_t log_id_len);

/*
* Set the log ID of an SCT.
* This makes a copy of the log_id.
* Returns 1 on success, 0 otherwise.
*/
__owur int SCT_set1_log_id(SCT *sct, const unsigned char *log_id,
                           size_t log_id_len);

/*
```

```
* Returns the timestamp for the SCT (epoch time in milliseconds).
*/
uint64_t SCT_get_timestamp(const SCT *sct);

/*
* Set the timestamp of an SCT (epoch time in milliseconds).
*/
void SCT_set_timestamp(SCT *sct, uint64_t timestamp);

/*
* Return the NID for the signature used by the SCT.
* For CT v1, this will be either NID_sha256WithRSAEncryption or
* NID_ecdsa_with_SHA256 (or NID_undef if incorrect/unset).
 */
int SCT_get_signature_nid(const SCT *sct);

/*
* Set the signature type of an SCT
* For CT v1, this should be either NID_sha256WithRSAEncryption or
* NID_ecdsa_with_SHA256.
* Returns 1 on success, 0 otherwise.
*/
__owur int SCT_set_signature_nid(SCT *sct, int nid);

/*
* Set *ext to point to the extension data for the SCT. ext must not be NULL.
* The SCT retains ownership of this pointer.
* Returns length of the data pointed to.
*/
size_t SCT_get0_extensions(const SCT *sct, unsigned char **ext);

/*
* Set the extensions of an SCT to point directly to the *ext specified.
* The SCT takes ownership of the specified pointer.
*/
void SCT_set0_extensions(SCT *sct, unsigned char *ext, size_t ext_len);

/*
* Set the extensions of an SCT.
* This takes a copy of the ext.
* Returns 1 on success, 0 otherwise.
*/
__owur int SCT_set1_extensions(SCT *sct, const unsigned char *ext,
                               size_t ext_len);

/*
* Set *sig to point to the signature for the SCT.
```

```
 sig must not be NULL.
* The SCT retains ownership of this pointer.
* Returns length of the data pointed to.
*/
size_t SCT_get0_signature(const SCT *sct, unsigned char **sig);

/*
* Set the signature of an SCT to point directly to the *sig specified.
* The SCT takes ownership of the specified pointer.
*/
void SCT_set0_signature(SCT *sct, unsigned char *sig, size_t sig_len);

/*
* Set the signature of an SCT to be a copy of the *sig specified.
* Returns 1 on success, 0 otherwise.
*/
__owur int SCT_set1_signature(SCT *sct, const unsigned char *sig,
                              size_t sig_len);

/*
* The origin of this SCT, e.g. TLS extension, OCSP response, etc.
*/
sct_source_t SCT_get_source(const SCT *sct);

/*
* Set the origin of this SCT, e.g. TLS extension, OCSP response, etc.
* Returns 1 on success, 0 otherwise.
*/
__owur int SCT_set_source(SCT *sct, sct_source_t source);

/*
* Returns a text string describing the validation status of |sct|.
*/
const char *SCT_validation_status_string(const
 SCT *sct);

/*
* Pretty-prints an |sct| to |out|.
* It will be indented by the number of spaces specified by |indent|.
* If |logs| is not NULL, it will be used to lookup the CT log that the SCT came
* from, so that the log name can be printed.
*/
void SCT_print(const SCT *sct, BIO *out, int indent, const CTLOG_STORE *logs);

/*
* Pretty-prints an |sct_list| to |out|.
* It will be indented by the number of spaces specified by |indent|.
* SCTs will be delimited by |separator|.
```

```
* If |logs| is not NULL, it will be used to lookup the CT log that each SCT
* came from, so that the log names can be printed.
*/
void SCT_LIST_print(const STACK_OF(SCT) *sct_list, BIO *out, int indent,
                    const char *separator, const CTLOG_STORE *logs);

/*
* Gets the last result of validating this SCT.
* If it has not been validated yet, returns SCT_VALIDATION_STATUS_NOT_SET.
*/
sct_validation_status_t SCT_get_validation_status(const SCT *sct);

/*
* Validates
 the given SCT with the provided context.
* Sets the "validation_status" field of the SCT.
* Returns 1 if the SCT is valid and the signature verifies.
* Returns 0 if the SCT is invalid or could not be verified.
* Returns -1 if an error occurs.
*/
__owur int SCT_validate(SCT *sct, const CT_POLICY_EVAL_CTX *ctx);

/*
* Validates the given list of SCTs with the provided context.
* Sets the "validation_status" field of each SCT.
* Returns 1 if there are no invalid SCTs and all signatures verify.
* Returns 0 if at least one SCT is invalid or could not be verified.
* Returns a negative integer if an error occurs.
*/
__owur int SCT_LIST_validate(const STACK_OF(SCT) *scts,
                             CT_POLICY_EVAL_CTX *ctx);


/**********************************
* SCT parsing and serialization *
**********************************/

/*
* Serialize (to TLS format) a stack of SCTs and return the length.
* "a" must not be NULL.
* If "pp" is NULL, just return the length of what
 would have been serialized.
* If "pp" is not NULL and "*pp" is null, function will allocate a new pointer
* for data that caller is responsible for freeing (only if function returns
* successfully).
* If "pp" is NULL and "*pp" is not NULL, caller is responsible for ensuring
* that "*pp" is large enough to accept all of the serialized data.
* Returns < 0 on error, >= 0 indicating bytes written (or would have been)
```

```
* on success.
*/
__owur int i2o_SCT_LIST(const STACK_OF(SCT) *a, unsigned char **pp);

/*
* Convert TLS format SCT list to a stack of SCTs.
* If "a" or "*a" is NULL, a new stack will be created that the caller is
* responsible for freeing (by calling SCT_LIST_free).
* "**pp" and "*pp" must not be NULL.
* Upon success, "*pp" will point to after the last bytes read, and a stack
* will be returned.
* Upon failure, a NULL pointer will be returned, and the position of "*pp" is
* not defined.
*/
STACK_OF(SCT) *o2i_SCT_LIST(STACK_OF(SCT) **a, const unsigned char
 **pp,
                            size_t len);

/*
* Serialize (to DER format) a stack of SCTs and return the length.
* "a" must not be NULL.
* If "pp" is NULL, just returns the length of what would have been serialized.
* If "pp" is not NULL and "*pp" is null, function will allocate a new pointer
* for data that caller is responsible for freeing (only if function returns
* successfully).
* If "pp" is NULL and "*pp" is not NULL, caller is responsible for ensuring
* that "*pp" is large enough to accept all of the serialized data.
* Returns < 0 on error, >= 0 indicating bytes written (or would have been)
* on success.
*/
__owur int i2d_SCT_LIST(const STACK_OF(SCT) *a, unsigned char **pp);

/*
* Parses an SCT list in DER format and returns it.
* If "a" or "*a" is NULL, a new stack will be created that the caller is
* responsible for freeing (by calling SCT_LIST_free).
* "**pp" and "*pp" must not be NULL.
* Upon success, "*pp" will point to after the last bytes read, and a
 stack
* will be returned.
* Upon failure, a NULL pointer will be returned, and the position of "*pp" is
* not defined.
*/
STACK_OF(SCT) *d2i_SCT_LIST(STACK_OF(SCT) **a, const unsigned char **pp,
                            long len);

/*
* Serialize (to TLS format) an |sct| and write it to |out|.
```

```
* If |out| is null, no SCT will be output but the length will still be returned.
* If |out| points to a null pointer, a string will be allocated to hold the
* TLS-format SCT. It is the responsibility of the caller to free it.
* If |out| points to an allocated string, the TLS-format SCT will be written
* to it.
* The length of the SCT in TLS format will be returned.
*/
__owur int i2o_SCT(const SCT *sct, unsigned char **out);

/*
* Parses an SCT in TLS format and returns it.
* If |psct| is not null, it will end up pointing to the parsed SCT. If it
* already points to a non-null pointer, the pointer will be free'd.
* |in| should be a pointer to a string containing the TLS-format SCT.
 * |in| will be advanced to the end of the SCT if parsing succeeds.
* |len| should be the length of the SCT in |in|.
* Returns NULL if an error occurs.
* If the SCT is an unsupported version, only the SCT's 'sct' and 'sct_len'
* fields will be populated (with |in| and |len| respectively).
*/
SCT *o2i_SCT(SCT **psct, const unsigned char **in, size_t len);

/**********************
* CT log functions *
**********************/

/*
* Creates a new CT log instance with the given |public_key| and |name| and
* associates it with the give library context |libctx| and property query
* string |propq|.
* Takes ownership of |public_key| but copies |name|.
* Returns NULL if malloc fails or if |public_key| cannot be converted to DER.
* Should be deleted by the caller using CTLOG_free when no longer needed.
*/
CTLOG *CTLOG_new_ex(EVP_PKEY *public_key, const char *name, OSSL_LIB_CTX *libctx,
                    const char *propq);

/*
* The same as CTLOG_new_ex except that the default library
 context and
* property query string are used.
*/
CTLOG *CTLOG_new(EVP_PKEY *public_key, const char *name);

/*
* Creates a new CTLOG instance with the base64-encoded SubjectPublicKeyInfo DER
* in |pkey_base64| and associated with the given library context |libctx| and
* property query string |propq|. The |name| is a string to help users identify
```

```
* this log.
* Returns 1 on success, 0 on failure.
* Should be deleted by the caller using CTLOG_free when no longer needed.
*/
int CTLOG_new_from_base64_ex(CTLOG **ct_log, const char *pkey_base64,
                             const char *name, OSSL_LIB_CTX *libctx,
                             const char *propq);

/*
* The same as CTLOG_new_from_base64_ex() except that the default
* library context and property query string are used.
* Returns 1 on success, 0 on failure.
*/
int CTLOG_new_from_base64(CTLOG ** ct_log,
                          const char *pkey_base64, const char *name);

/*
* Deletes a CT log instance and its
 fields.
*/
void CTLOG_free(CTLOG *log);

/* Gets the name of the CT log */
const char *CTLOG_get0_name(const CTLOG *log);
/* Gets the ID of the CT log */
void CTLOG_get0_log_id(const CTLOG *log, const uint8_t **log_id,
                       size_t *log_id_len);
/* Gets the public key of the CT log */
EVP_PKEY *CTLOG_get0_public_key(const CTLOG *log);

/**************************
* CT log store functions *
**************************/

/*
* Creates a new CT log store and associates it with the given libctx and
* property query string.
* Should be deleted by the caller using CTLOG_STORE_free when no longer needed.
*/
CTLOG_STORE *CTLOG_STORE_new_ex(OSSL_LIB_CTX *libctx, const char *propq);

/*
* Same as CTLOG_STORE_new_ex except that the default libctx and
* property query string are used.
* Should be deleted by the caller using CTLOG_STORE_free when no longer needed.
*/
CTLOG_STORE *CTLOG_STORE_new(void);
```

```
/*
* Deletes a CT log store and all of the CT log instances held within.
 */
void CTLOG_STORE_free(CTLOG_STORE *store);

/*
* Finds a CT log in the store based on its log ID.
* Returns the CT log, or NULL if no match is found.
*/
const CTLOG *CTLOG_STORE_get0_log_by_id(const CTLOG_STORE *store,
                                        const uint8_t *log_id,
                                        size_t log_id_len);

/*
* Loads a CT log list into a |store| from a |file|.
* Returns 1 if loading is successful, or 0 otherwise.
*/
__owur int CTLOG_STORE_load_file(CTLOG_STORE *store, const char *file);

/*
* Loads the default CT log list into a |store|.
* Returns 1 if loading is successful, or 0 otherwise.
*/
__owur int CTLOG_STORE_load_default_file(CTLOG_STORE *store);

#  ifdef  __cplusplus
}
#  endif
# endif
#endif
```

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```
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/pkcs12.h.in
*
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* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/



#ifndef OPENSSL_PKCS12_H
# define OPENSSL_PKCS12_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_PKCS12_H
# endif

# include <openssl/bio.h>
# include <openssl/core.h>
# include <openssl/x509.h>
# include <openssl/pkcs12err.h>

#ifdef __cplusplus
extern "C" {
#endif

# define PKCS12_KEY_ID   1
# define PKCS12_IV_ID    2
# define PKCS12_MAC_ID   3

/* Default iteration count */
# ifndef PKCS12_DEFAULT_ITER
#  define PKCS12_DEFAULT_ITER     PKCS5_DEFAULT_ITER
```

```
# endif

# define PKCS12_MAC_KEY_LENGTH 20

# define PKCS12_SALT_LEN
 8

/* It's not clear if these are actually needed... */
# define PKCS12_key_gen PKCS12_key_gen_utf8
# define PKCS12_add_friendlyname PKCS12_add_friendlyname_utf8

/* MS key usage constants */

# define KEY_EX  0x10
# define KEY_SIG 0x80

typedef struct PKCS12_MAC_DATA_st PKCS12_MAC_DATA;

typedef struct PKCS12_st PKCS12;

typedef struct PKCS12_SAFEBAG_st PKCS12_SAFEBAG;

SKM_DEFINE_STACK_OF_INTERNAL(PKCS12_SAFEBAG, PKCS12_SAFEBAG, PKCS12_SAFEBAG)
#define sk_PKCS12_SAFEBAG_num(sk)
OPENSSL_sk_num(ossl_check_const_PKCS12_SAFEBAG_sk_type(sk))
#define sk_PKCS12_SAFEBAG_value(sk, idx) ((PKCS12_SAFEBAG
*)OPENSSL_sk_value(ossl_check_const_PKCS12_SAFEBAG_sk_type(sk), (idx)))
#define sk_PKCS12_SAFEBAG_new(cmp) ((STACK_OF(PKCS12_SAFEBAG)
*)OPENSSL_sk_new(ossl_check_PKCS12_SAFEBAG_compfunc_type(cmp)))
#define sk_PKCS12_SAFEBAG_new_null() ((STACK_OF(PKCS12_SAFEBAG) *)OPENSSL_sk_new_null())
#define sk_PKCS12_SAFEBAG_new_reserve(cmp, n) ((STACK_OF(PKCS12_SAFEBAG)
*)OPENSSL_sk_new_reserve(ossl_check_PKCS12_SAFEBAG_compfunc_type(cmp),
 (n)))
#define sk_PKCS12_SAFEBAG_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_PKCS12_SAFEBAG_sk_type(sk), (n))
#define sk_PKCS12_SAFEBAG_free(sk) OPENSSL_sk_free(ossl_check_PKCS12_SAFEBAG_sk_type(sk))
#define sk_PKCS12_SAFEBAG_zero(sk) OPENSSL_sk_zero(ossl_check_PKCS12_SAFEBAG_sk_type(sk))
#define sk_PKCS12_SAFEBAG_delete(sk, i) ((PKCS12_SAFEBAG
*)OPENSSL_sk_delete(ossl_check_PKCS12_SAFEBAG_sk_type(sk), (i)))
#define sk_PKCS12_SAFEBAG_delete_ptr(sk, ptr) ((PKCS12_SAFEBAG
*)OPENSSL_sk_delete_ptr(ossl_check_PKCS12_SAFEBAG_sk_type(sk),
ossl_check_PKCS12_SAFEBAG_type(ptr)))
#define sk_PKCS12_SAFEBAG_push(sk, ptr) OPENSSL_sk_push(ossl_check_PKCS12_SAFEBAG_sk_type(sk),
ossl_check_PKCS12_SAFEBAG_type(ptr))
#define sk_PKCS12_SAFEBAG_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_PKCS12_SAFEBAG_sk_type(sk), ossl_check_PKCS12_SAFEBAG_type(ptr))
#define sk_PKCS12_SAFEBAG_pop(sk) ((PKCS12_SAFEBAG
*)OPENSSL_sk_pop(ossl_check_PKCS12_SAFEBAG_sk_type(sk)))
```

```
#define
 sk_PKCS12_SAFEBAG_shift(sk) ((PKCS12_SAFEBAG
*)OPENSSL_sk_shift(ossl_check_PKCS12_SAFEBAG_sk_type(sk)))
#define sk_PKCS12_SAFEBAG_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_PKCS12_SAFEBAG_sk_type(sk),ossl_check_PKCS12_SAFEBAG_freefunc_
type(freefunc))
#define sk_PKCS12_SAFEBAG_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_PKCS12_SAFEBAG_sk_type(sk), ossl_check_PKCS12_SAFEBAG_type(ptr),
(idx))
#define sk_PKCS12_SAFEBAG_set(sk, idx, ptr) ((PKCS12_SAFEBAG
*)OPENSSL_sk_set(ossl_check_PKCS12_SAFEBAG_sk_type(sk), (idx),
ossl_check_PKCS12_SAFEBAG_type(ptr)))
#define sk_PKCS12_SAFEBAG_find(sk, ptr) OPENSSL_sk_find(ossl_check_PKCS12_SAFEBAG_sk_type(sk),
ossl_check_PKCS12_SAFEBAG_type(ptr))
#define sk_PKCS12_SAFEBAG_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_PKCS12_SAFEBAG_sk_type(sk), ossl_check_PKCS12_SAFEBAG_type(ptr))
#define sk_PKCS12_SAFEBAG_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_PKCS12_SAFEBAG_sk_type(sk), ossl_check_PKCS12_SAFEBAG_type(ptr),
pnum)
#define
 sk_PKCS12_SAFEBAG_sort(sk) OPENSSL_sk_sort(ossl_check_PKCS12_SAFEBAG_sk_type(sk))
#define sk_PKCS12_SAFEBAG_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_PKCS12_SAFEBAG_sk_type(sk))
#define sk_PKCS12_SAFEBAG_dup(sk) ((STACK_OF(PKCS12_SAFEBAG)
*)OPENSSL_sk_dup(ossl_check_const_PKCS12_SAFEBAG_sk_type(sk)))
#define sk_PKCS12_SAFEBAG_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(PKCS12_SAFEBAG)
*)OPENSSL_sk_deep_copy(ossl_check_const_PKCS12_SAFEBAG_sk_type(sk),
ossl_check_PKCS12_SAFEBAG_copyfunc_type(copyfunc),
ossl_check_PKCS12_SAFEBAG_freefunc_type(freefunc)))
#define sk_PKCS12_SAFEBAG_set_cmp_func(sk, cmp)
((sk_PKCS12_SAFEBAG_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_PKCS12_SAFEBAG_sk_type(sk),
ossl_check_PKCS12_SAFEBAG_compfunc_type(cmp)))


typedef struct pkcs12_bag_st PKCS12_BAGS;

# define PKCS12_ERROR    0
# define PKCS12_OK       1

/* Compatibility macros */

#ifndef OPENSSL_NO_DEPRECATED_1_1_0

# define M_PKCS12_bag_type PKCS12_bag_type
# define M_PKCS12_cert_bag_type
 PKCS12_cert_bag_type
# define M_PKCS12_crl_bag_type PKCS12_cert_bag_type
```

```
# define PKCS12_certbag2x509 PKCS12_SAFEBAG_get1_cert
# define PKCS12_certbag2scrl PKCS12_SAFEBAG_get1_crl
# define PKCS12_bag_type PKCS12_SAFEBAG_get_nid
# define PKCS12_cert_bag_type PKCS12_SAFEBAG_get_bag_nid
# define PKCS12_x5092certbag PKCS12_SAFEBAG_create_cert
# define PKCS12_x509crl2certbag PKCS12_SAFEBAG_create_crl
# define PKCS12_MAKE_KEYBAG PKCS12_SAFEBAG_create0_p8inf
# define PKCS12_MAKE_SHKEYBAG PKCS12_SAFEBAG_create_pkcs8_encrypt

#endif
#ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 ASN1_TYPE *PKCS12_get_attr(const PKCS12_SAFEBAG *bag,
                                   int attr_nid);
#endif

ASN1_TYPE *PKCS8_get_attr(PKCS8_PRIV_KEY_INFO *p8, int attr_nid);
int PKCS12_mac_present(const PKCS12 *p12);
void PKCS12_get0_mac(const ASN1_OCTET_STRING **pmac,
             const X509_ALGOR **pmacalg,
             const ASN1_OCTET_STRING **psalt,

     const ASN1_INTEGER **piter,
             const PKCS12 *p12);

const ASN1_TYPE *PKCS12_SAFEBAG_get0_attr(const PKCS12_SAFEBAG *bag,
                               int attr_nid);
const ASN1_OBJECT *PKCS12_SAFEBAG_get0_type(const PKCS12_SAFEBAG *bag);
int PKCS12_SAFEBAG_get_nid(const PKCS12_SAFEBAG *bag);
int PKCS12_SAFEBAG_get_bag_nid(const PKCS12_SAFEBAG *bag);
const ASN1_TYPE *PKCS12_SAFEBAG_get0_bag_obj(const PKCS12_SAFEBAG *bag);
const ASN1_OBJECT *PKCS12_SAFEBAG_get0_bag_type(const PKCS12_SAFEBAG *bag);

X509 *PKCS12_SAFEBAG_get1_cert(const PKCS12_SAFEBAG *bag);
X509_CRL *PKCS12_SAFEBAG_get1_crl(const PKCS12_SAFEBAG *bag);
const STACK_OF(PKCS12_SAFEBAG) *
PKCS12_SAFEBAG_get0_safes(const PKCS12_SAFEBAG *bag);
const PKCS8_PRIV_KEY_INFO *PKCS12_SAFEBAG_get0_p8inf(const PKCS12_SAFEBAG *bag);
const X509_SIG *PKCS12_SAFEBAG_get0_pkcs8(const PKCS12_SAFEBAG *bag);

PKCS12_SAFEBAG *PKCS12_SAFEBAG_create_cert(X509 *x509);
PKCS12_SAFEBAG *PKCS12_SAFEBAG_create_crl(X509_CRL
 *crl);
PKCS12_SAFEBAG *PKCS12_SAFEBAG_create_secret(int type, int vtype, const unsigned char *value, int len);
PKCS12_SAFEBAG *PKCS12_SAFEBAG_create0_p8inf(PKCS8_PRIV_KEY_INFO *p8);
PKCS12_SAFEBAG *PKCS12_SAFEBAG_create0_pkcs8(X509_SIG *p8);
PKCS12_SAFEBAG *PKCS12_SAFEBAG_create_pkcs8_encrypt(int pbe_nid,
                                    const char *pass,
                                    int passlen,
```

```
                                unsigned char *salt,
                                int saltlen, int iter,
                                PKCS8_PRIV_KEY_INFO *p8inf);
PKCS12_SAFEBAG *PKCS12_SAFEBAG_create_pkcs8_encrypt_ex(int pbe_nid,
                                  const char *pass,
                                  int passlen,
                                  unsigned char *salt,

        int saltlen, int iter,
                                  PKCS8_PRIV_KEY_INFO *p8inf,
                                  OSSL_LIB_CTX *ctx,
                                  const char *propq);

PKCS12_SAFEBAG *PKCS12_item_pack_safebag(void *obj, const ASN1_ITEM *it,
                           int nid1, int nid2);
PKCS8_PRIV_KEY_INFO *PKCS8_decrypt(const X509_SIG *p8, const char *pass,
                       int passlen);
PKCS8_PRIV_KEY_INFO *PKCS8_decrypt_ex(const X509_SIG *p8, const char *pass,
                         int passlen, OSSL_LIB_CTX *ctx,
                         const char *propq);
PKCS8_PRIV_KEY_INFO *PKCS12_decrypt_skey(const PKCS12_SAFEBAG *bag,
                           const char *pass, int passlen);
PKCS8_PRIV_KEY_INFO *PKCS12_decrypt_skey_ex(const PKCS12_SAFEBAG *bag,
                              const char *pass,
 int passlen,
                              OSSL_LIB_CTX *ctx,
                              const char *propq);
X509_SIG *PKCS8_encrypt(int pbe_nid, const EVP_CIPHER *cipher,
                const char *pass, int passlen, unsigned char *salt,
                int saltlen, int iter, PKCS8_PRIV_KEY_INFO *p8);
X509_SIG *PKCS8_encrypt_ex(int pbe_nid, const EVP_CIPHER *cipher,
                  const char *pass, int passlen, unsigned char *salt,
                  int saltlen, int iter, PKCS8_PRIV_KEY_INFO *p8,
                  OSSL_LIB_CTX *ctx, const char *propq);
X509_SIG *PKCS8_set0_pbe(const char *pass, int passlen,
                PKCS8_PRIV_KEY_INFO *p8inf, X509_ALGOR *pbe);
X509_SIG *PKCS8_set0_pbe_ex(const char *pass, int passlen,
                   PKCS8_PRIV_KEY_INFO *p8inf, X509_ALGOR *pbe,
                   OSSL_LIB_CTX *ctx, const char *propq);
PKCS7 *PKCS12_pack_p7data(STACK_OF(PKCS12_SAFEBAG)
 *sk);
STACK_OF(PKCS12_SAFEBAG) *PKCS12_unpack_p7data(PKCS7 *p7);
PKCS7 *PKCS12_pack_p7encdata(int pbe_nid, const char *pass, int passlen,
                   unsigned char *salt, int saltlen, int iter,
                   STACK_OF(PKCS12_SAFEBAG) *bags);
PKCS7 *PKCS12_pack_p7encdata_ex(int pbe_nid, const char *pass, int passlen,
                     unsigned char *salt, int saltlen, int iter,
                     STACK_OF(PKCS12_SAFEBAG) *bags,
```

```
                        OSSL_LIB_CTX *ctx, const char *propq);

STACK_OF(PKCS12_SAFEBAG) *PKCS12_unpack_p7encdata(PKCS7 *p7, const char *pass,
                                  int passlen);

int PKCS12_pack_authsafes(PKCS12 *p12, STACK_OF(PKCS7) *safes);
STACK_OF(PKCS7) *PKCS12_unpack_authsafes(const PKCS12 *p12);

int PKCS12_add_localkeyid(PKCS12_SAFEBAG *bag, unsigned char *name,
                          int namelen);
int PKCS12_add_friendlyname_asc(PKCS12_SAFEBAG
 *bag, const char *name,
                           int namelen);
int PKCS12_add_friendlyname_utf8(PKCS12_SAFEBAG *bag, const char *name,
                            int namelen);
int PKCS12_add_CSPName_asc(PKCS12_SAFEBAG *bag, const char *name,
                          int namelen);
int PKCS12_add_friendlyname_uni(PKCS12_SAFEBAG *bag,
                           const unsigned char *name, int namelen);
int PKCS12_add1_attr_by_NID(PKCS12_SAFEBAG *bag, int nid, int type,
                         const unsigned char *bytes, int len);
int PKCS12_add1_attr_by_txt(PKCS12_SAFEBAG *bag, const char *attrname, int type,
                         const unsigned char *bytes, int len);
int PKCS8_add_keyusage(PKCS8_PRIV_KEY_INFO *p8, int usage);
ASN1_TYPE *PKCS12_get_attr_gen(const STACK_OF(X509_ATTRIBUTE) *attrs,
                           int attr_nid);
char *PKCS12_get_friendlyname(PKCS12_SAFEBAG *bag);
const STACK_OF(X509_ATTRIBUTE) *
PKCS12_SAFEBAG_get0_attrs(const
 PKCS12_SAFEBAG *bag);
unsigned char *PKCS12_pbe_crypt(const X509_ALGOR *algor,
                           const char *pass, int passlen,
                           const unsigned char *in, int inlen,
                           unsigned char **data, int *datalen,
                           int en_de);
unsigned char *PKCS12_pbe_crypt_ex(const X509_ALGOR *algor,
                              const char *pass, int passlen,
                              const unsigned char *in, int inlen,
                              unsigned char **data, int *datalen,
                              int en_de, OSSL_LIB_CTX *libctx,
                              const char *propq);
void *PKCS12_item_decrypt_d2i(const X509_ALGOR *algor, const ASN1_ITEM *it,
                          const char *pass, int passlen,
                          const ASN1_OCTET_STRING *oct, int zbuf);
void *PKCS12_item_decrypt_d2i_ex(const X509_ALGOR *algor, const ASN1_ITEM *it,
                             const char *pass, int passlen,
                             const ASN1_OCTET_STRING *oct, int zbuf,
                             OSSL_LIB_CTX *libctx,
```

```
                        const char *propq);
ASN1_OCTET_STRING *PKCS12_item_i2d_encrypt(X509_ALGOR *algor,
                                const ASN1_ITEM *it,
                                const char *pass, int passlen,
                                void *obj, int zbuf);
ASN1_OCTET_STRING *PKCS12_item_i2d_encrypt_ex(X509_ALGOR *algor,
                                  const ASN1_ITEM *it,
                                  const char *pass, int passlen,
                                  void *obj, int zbuf,
                                  OSSL_LIB_CTX *ctx,
                                  const char *propq);
PKCS12 *PKCS12_init(int mode);
PKCS12 *PKCS12_init_ex(int mode, OSSL_LIB_CTX *ctx,
 const char *propq);

int PKCS12_key_gen_asc(const char *pass, int passlen, unsigned char *salt,
                       int saltlen, int id, int iter, int n,
                       unsigned char *out, const EVP_MD *md_type);
int PKCS12_key_gen_asc_ex(const char *pass, int passlen, unsigned char *salt,
                          int saltlen, int id, int iter, int n,
                          unsigned char *out, const EVP_MD *md_type,
                          OSSL_LIB_CTX *ctx, const char *propq);
int PKCS12_key_gen_uni(unsigned char *pass, int passlen, unsigned char *salt,
                       int saltlen, int id, int iter, int n,
                       unsigned char *out, const EVP_MD *md_type);
int PKCS12_key_gen_uni_ex(unsigned char *pass, int passlen, unsigned char *salt,
                          int saltlen, int id, int iter, int n,
                          unsigned char *out, const EVP_MD *md_type,
                          OSSL_LIB_CTX *ctx, const char *propq);
int PKCS12_key_gen_utf8(const
 char *pass, int passlen, unsigned char *salt,
                        int saltlen, int id, int iter, int n,
                        unsigned char *out, const EVP_MD *md_type);
int PKCS12_key_gen_utf8_ex(const char *pass, int passlen, unsigned char *salt,
                           int saltlen, int id, int iter, int n,
                           unsigned char *out, const EVP_MD *md_type,
                           OSSL_LIB_CTX *ctx, const char *propq);

int PKCS12_PBE_keyivgen(EVP_CIPHER_CTX *ctx, const char *pass, int passlen,
                        ASN1_TYPE *param, const EVP_CIPHER *cipher,
                        const EVP_MD *md_type, int en_de);
int PKCS12_PBE_keyivgen_ex(EVP_CIPHER_CTX *ctx, const char *pass, int passlen,
                           ASN1_TYPE *param, const EVP_CIPHER *cipher,
                           const EVP_MD *md_type, int en_de,
                           OSSL_LIB_CTX *libctx, const char *propq);
int PKCS12_gen_mac(PKCS12 *p12, const char
 *pass, int passlen,
                   unsigned char *mac, unsigned int *maclen);
```

```
int PKCS12_verify_mac(PKCS12 *p12, const char *pass, int passlen);
int PKCS12_set_mac(PKCS12 *p12, const char *pass, int passlen,
                   unsigned char *salt, int saltlen, int iter,
                   const EVP_MD *md_type);
int PKCS12_setup_mac(PKCS12 *p12, int iter, unsigned char *salt,
                     int saltlen, const EVP_MD *md_type);
unsigned char *OPENSSL_asc2uni(const char *asc, int asclen,
                               unsigned char **uni, int *unilen);
char *OPENSSL_uni2asc(const unsigned char *uni, int unilen);
unsigned char *OPENSSL_utf82uni(const char *asc, int asclen,
                                unsigned char **uni, int *unilen);
char *OPENSSL_uni2utf8(const unsigned char *uni, int unilen);

DECLARE_ASN1_FUNCTIONS(PKCS12)
DECLARE_ASN1_FUNCTIONS(PKCS12_MAC_DATA)
DECLARE_ASN1_FUNCTIONS(PKCS12_SAFEBAG)
DECLARE_ASN1_FUNCTIONS(PKCS12_BAGS)

DECLARE_ASN1_ITEM(PKCS12_SAFEBAGS)
DECLARE_ASN1_ITEM(PKCS12_AUTHSAFES)

void
 PKCS12_PBE_add(void);
int PKCS12_parse(PKCS12 *p12, const char *pass, EVP_PKEY **pkey, X509 **cert,
                 STACK_OF(X509) **ca);
PKCS12 *PKCS12_create(const char *pass, const char *name, EVP_PKEY *pkey,
                      X509 *cert, STACK_OF(X509) *ca, int nid_key, int nid_cert,
                      int iter, int mac_iter, int keytype);
PKCS12 *PKCS12_create_ex(const char *pass, const char *name, EVP_PKEY *pkey,
                         X509 *cert, STACK_OF(X509) *ca, int nid_key, int nid_cert,
                         int iter, int mac_iter, int keytype,
                         OSSL_LIB_CTX *ctx, const char *propq);

PKCS12_SAFEBAG *PKCS12_add_cert(STACK_OF(PKCS12_SAFEBAG) **pbags, X509 *cert);
PKCS12_SAFEBAG *PKCS12_add_key(STACK_OF(PKCS12_SAFEBAG) **pbags,
                               EVP_PKEY *key, int key_usage, int iter,
                               int key_nid, const char *pass);
PKCS12_SAFEBAG *PKCS12_add_key_ex(STACK_OF(PKCS12_SAFEBAG)
 **pbags,
                                  EVP_PKEY *key, int key_usage, int iter,
                                  int key_nid, const char *pass,
                                  OSSL_LIB_CTX *ctx, const char *propq);

PKCS12_SAFEBAG *PKCS12_add_secret(STACK_OF(PKCS12_SAFEBAG) **pbags,
                                  int nid_type, const unsigned char *value, int len);
int PKCS12_add_safe(STACK_OF(PKCS7) **psafes, STACK_OF(PKCS12_SAFEBAG) *bags,
                    int safe_nid, int iter, const char *pass);
int PKCS12_add_safe_ex(STACK_OF(PKCS7) **psafes, STACK_OF(PKCS12_SAFEBAG) *bags,
```

```
                int safe_nid, int iter, const char *pass,
                OSSL_LIB_CTX *ctx, const char *propq);

PKCS12 *PKCS12_add_safes(STACK_OF(PKCS7) *safes, int p7_nid);
PKCS12 *PKCS12_add_safes_ex(STACK_OF(PKCS7) *safes, int p7_nid,
                    OSSL_LIB_CTX *ctx, const char *propq);

int i2d_PKCS12_bio(BIO *bp, const PKCS12 *p12);
# ifndef
 OPENSSL_NO_STDIO
int i2d_PKCS12_fp(FILE *fp, const PKCS12 *p12);
# endif
PKCS12 *d2i_PKCS12_bio(BIO *bp, PKCS12 **p12);
# ifndef OPENSSL_NO_STDIO
PKCS12 *d2i_PKCS12_fp(FILE *fp, PKCS12 **p12);
# endif
int PKCS12_newpass(PKCS12 *p12, const char *oldpass, const char *newpass);

# ifdef  __cplusplus
}
# endif
#endif
<!-- This file is automatically added by @npmcli/template-oss. Do not edit. -->

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/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/ocsp.h.in
*
* Copyright 2000-2021 The OpenSSL Project Authors. All Rights Reserved.
*
```

```
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* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/



#ifndef OPENSSL_OCSP_H
# define OPENSSL_OCSP_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_OCSP_H
# endif

# include <openssl/opensslconf.h>
# include <openssl/http.h>
# include <openssl/asn1.h>

/*
* These definitions are outside the OPENSSL_NO_OCSP guard because although for
* historical reasons they have OCSP_* names, they can actually be used
* independently of OCSP. E.g. see RFC5280
*/
/*-
*   CRLReason ::= ENUMERATED {
*       unspecified             (0),
*       keyCompromise           (1),
*       cACompromise
          (2),
*       affiliationChanged      (3),
*       superseded              (4),
*       cessationOfOperation    (5),
*       certificateHold         (6),
*       -- value 7 is not used
*       removeFromCRL           (8),
*       privilegeWithdrawn      (9),
*       aACompromise            (10) }
*/
# define OCSP_REVOKED_STATUS_NOSTATUS               -1
# define OCSP_REVOKED_STATUS_UNSPECIFIED            0
# define OCSP_REVOKED_STATUS_KEYCOMPROMISE          1
# define OCSP_REVOKED_STATUS_CACOMPROMISE           2
# define OCSP_REVOKED_STATUS_AFFILIATIONCHANGED     3
# define OCSP_REVOKED_STATUS_SUPERSEDED             4
# define OCSP_REVOKED_STATUS_CESSATIONOFOPERATION   5
```

```
# define OCSP_REVOKED_STATUS_CERTIFICATEHOLD        6
# define OCSP_REVOKED_STATUS_REMOVEFROMCRL          8
# define OCSP_REVOKED_STATUS_PRIVILEGEWITHDRAWN     9
# define OCSP_REVOKED_STATUS_AACOMPROMISE           10


# ifndef OPENSSL_NO_OCSP

#  include <openssl/x509.h>
#
 include <openssl/x509v3.h>
#  include <openssl/safestack.h>
#  include <openssl/ocsperr.h>

#  ifdef __cplusplus
extern "C" {
#  endif

/* Various flags and values */

#  define OCSP_DEFAULT_NONCE_LENGTH       16

#  define OCSP_NOCERTS                0x1
#  define OCSP_NOINTERN               0x2
#  define OCSP_NOSIGS                 0x4
#  define OCSP_NOCHAIN                0x8
#  define OCSP_NOVERIFY               0x10
#  define OCSP_NOEXPLICIT             0x20
#  define OCSP_NOCASIGN               0x40
#  define OCSP_NODELEGATED            0x80
#  define OCSP_NOCHECKS               0x100
#  define OCSP_TRUSTOTHER             0x200
#  define OCSP_RESPID_KEY             0x400
#  define OCSP_NOTIME                 0x800
#  define OCSP_PARTIAL_CHAIN          0x1000

typedef struct ocsp_cert_id_st OCSP_CERTID;
typedef struct ocsp_one_request_st OCSP_ONEREQ;
typedef struct ocsp_req_info_st OCSP_REQINFO;
typedef struct ocsp_signature_st
 OCSP_SIGNATURE;
typedef struct ocsp_request_st OCSP_REQUEST;

SKM_DEFINE_STACK_OF_INTERNAL(OCSP_CERTID, OCSP_CERTID, OCSP_CERTID)
#define sk_OCSP_CERTID_num(sk) OPENSSL_sk_num(ossl_check_const_OCSP_CERTID_sk_type(sk))
#define sk_OCSP_CERTID_value(sk, idx) ((OCSP_CERTID
*)OPENSSL_sk_value(ossl_check_const_OCSP_CERTID_sk_type(sk), (idx)))
#define sk_OCSP_CERTID_new(cmp) ((STACK_OF(OCSP_CERTID)
```

*)OPENSSL_sk_new(ossl_check_OCSP_CERTID_compfunc_type(cmp)))
#define sk_OCSP_CERTID_new_null() ((STACK_OF(OCSP_CERTID) *)OPENSSL_sk_new_null())
#define sk_OCSP_CERTID_new_reserve(cmp, n) ((STACK_OF(OCSP_CERTID)
*)OPENSSL_sk_new_reserve(ossl_check_OCSP_CERTID_compfunc_type(cmp), (n)))
#define sk_OCSP_CERTID_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_OCSP_CERTID_sk_type(sk), (n))
#define sk_OCSP_CERTID_free(sk) OPENSSL_sk_free(ossl_check_OCSP_CERTID_sk_type(sk))
#define sk_OCSP_CERTID_zero(sk) OPENSSL_sk_zero(ossl_check_OCSP_CERTID_sk_type(sk))
#define sk_OCSP_CERTID_delete(sk, i) ((OCSP_CERTID
*)OPENSSL_sk_delete(ossl_check_OCSP_CERTID_sk_type(sk),
(i)))
#define sk_OCSP_CERTID_delete_ptr(sk, ptr) ((OCSP_CERTID
*)OPENSSL_sk_delete_ptr(ossl_check_OCSP_CERTID_sk_type(sk), ossl_check_OCSP_CERTID_type(ptr)))
#define sk_OCSP_CERTID_push(sk, ptr) OPENSSL_sk_push(ossl_check_OCSP_CERTID_sk_type(sk),
ossl_check_OCSP_CERTID_type(ptr))
#define sk_OCSP_CERTID_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_OCSP_CERTID_sk_type(sk),
ossl_check_OCSP_CERTID_type(ptr))
#define sk_OCSP_CERTID_pop(sk) ((OCSP_CERTID
*)OPENSSL_sk_pop(ossl_check_OCSP_CERTID_sk_type(sk)))
#define sk_OCSP_CERTID_shift(sk) ((OCSP_CERTID
*)OPENSSL_sk_shift(ossl_check_OCSP_CERTID_sk_type(sk)))
#define sk_OCSP_CERTID_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OCSP_CERTID_sk_type(sk),ossl_check_OCSP_CERTID_freefunc_type(freef
unc))
#define sk_OCSP_CERTID_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_OCSP_CERTID_sk_type(sk),
ossl_check_OCSP_CERTID_type(ptr), (idx))
#define sk_OCSP_CERTID_set(sk, idx, ptr) ((OCSP_CERTID
*)OPENSSL_sk_set(ossl_check_OCSP_CERTID_sk_type(sk), (idx), ossl_check_OCSP_CERTID_type(ptr)))
#define sk_OCSP_CERTID_find(sk, ptr) OPENSSL_sk_find(ossl_check_OCSP_CERTID_sk_type(sk),
ossl_check_OCSP_CERTID_type(ptr))
#define sk_OCSP_CERTID_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_OCSP_CERTID_sk_type(sk),
ossl_check_OCSP_CERTID_type(ptr))
#define sk_OCSP_CERTID_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OCSP_CERTID_sk_type(sk), ossl_check_OCSP_CERTID_type(ptr), pnum)
#define sk_OCSP_CERTID_sort(sk) OPENSSL_sk_sort(ossl_check_OCSP_CERTID_sk_type(sk))
#define sk_OCSP_CERTID_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OCSP_CERTID_sk_type(sk))
#define sk_OCSP_CERTID_dup(sk) ((STACK_OF(OCSP_CERTID)
*)OPENSSL_sk_dup(ossl_check_const_OCSP_CERTID_sk_type(sk)))
#define sk_OCSP_CERTID_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(OCSP_CERTID)
*)OPENSSL_sk_deep_copy(ossl_check_const_OCSP_CERTID_sk_type(sk),
ossl_check_OCSP_CERTID_copyfunc_type(copyfunc), ossl_check_OCSP_CERTID_freefunc_type(freefunc)))
#define
sk_OCSP_CERTID_set_cmp_func(sk, cmp)
((sk_OCSP_CERTID_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OCSP_CERTID_sk_type(sk),
ossl_check_OCSP_CERTID_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(OCSP_ONEREQ, OCSP_ONEREQ, OCSP_ONEREQ)
#define sk_OCSP_ONEREQ_num(sk) OPENSSL_sk_num(ossl_check_const_OCSP_ONEREQ_sk_type(sk))
#define sk_OCSP_ONEREQ_value(sk, idx) ((OCSP_ONEREQ

*)OPENSSL_sk_value(ossl_check_const_OCSP_ONEREQ_sk_type(sk), (idx)))
#define sk_OCSP_ONEREQ_new(cmp) ((STACK_OF(OCSP_ONEREQ)
*)OPENSSL_sk_new(ossl_check_OCSP_ONEREQ_compfunc_type(cmp)))
#define sk_OCSP_ONEREQ_new_null() ((STACK_OF(OCSP_ONEREQ) *)OPENSSL_sk_new_null())
#define sk_OCSP_ONEREQ_new_reserve(cmp, n) ((STACK_OF(OCSP_ONEREQ)
*)OPENSSL_sk_new_reserve(ossl_check_OCSP_ONEREQ_compfunc_type(cmp), (n)))
#define sk_OCSP_ONEREQ_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_OCSP_ONEREQ_sk_type(sk), (n))
#define sk_OCSP_ONEREQ_free(sk) OPENSSL_sk_free(ossl_check_OCSP_ONEREQ_sk_type(sk))
#define
sk_OCSP_ONEREQ_zero(sk) OPENSSL_sk_zero(ossl_check_OCSP_ONEREQ_sk_type(sk))
#define sk_OCSP_ONEREQ_delete(sk, i) ((OCSP_ONEREQ
*)OPENSSL_sk_delete(ossl_check_OCSP_ONEREQ_sk_type(sk), (i)))
#define sk_OCSP_ONEREQ_delete_ptr(sk, ptr) ((OCSP_ONEREQ
*)OPENSSL_sk_delete_ptr(ossl_check_OCSP_ONEREQ_sk_type(sk), ossl_check_OCSP_ONEREQ_type(ptr)))
#define sk_OCSP_ONEREQ_push(sk, ptr) OPENSSL_sk_push(ossl_check_OCSP_ONEREQ_sk_type(sk),
ossl_check_OCSP_ONEREQ_type(ptr))
#define sk_OCSP_ONEREQ_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_OCSP_ONEREQ_sk_type(sk),
ossl_check_OCSP_ONEREQ_type(ptr))
#define sk_OCSP_ONEREQ_pop(sk) ((OCSP_ONEREQ
*)OPENSSL_sk_pop(ossl_check_OCSP_ONEREQ_sk_type(sk)))
#define sk_OCSP_ONEREQ_shift(sk) ((OCSP_ONEREQ
*)OPENSSL_sk_shift(ossl_check_OCSP_ONEREQ_sk_type(sk)))
#define sk_OCSP_ONEREQ_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OCSP_ONEREQ_sk_type(sk),ossl_check_OCSP_ONEREQ_freefunc_type(fr
eefunc))
#define sk_OCSP_ONEREQ_insert(sk,
ptr, idx) OPENSSL_sk_insert(ossl_check_OCSP_ONEREQ_sk_type(sk), ossl_check_OCSP_ONEREQ_type(ptr),
(idx))
#define sk_OCSP_ONEREQ_set(sk, idx, ptr) ((OCSP_ONEREQ
*)OPENSSL_sk_set(ossl_check_OCSP_ONEREQ_sk_type(sk), (idx), ossl_check_OCSP_ONEREQ_type(ptr)))
#define sk_OCSP_ONEREQ_find(sk, ptr) OPENSSL_sk_find(ossl_check_OCSP_ONEREQ_sk_type(sk),
ossl_check_OCSP_ONEREQ_type(ptr))
#define sk_OCSP_ONEREQ_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_OCSP_ONEREQ_sk_type(sk),
ossl_check_OCSP_ONEREQ_type(ptr))
#define sk_OCSP_ONEREQ_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OCSP_ONEREQ_sk_type(sk), ossl_check_OCSP_ONEREQ_type(ptr), pnum)
#define sk_OCSP_ONEREQ_sort(sk) OPENSSL_sk_sort(ossl_check_OCSP_ONEREQ_sk_type(sk))
#define sk_OCSP_ONEREQ_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OCSP_ONEREQ_sk_type(sk))
#define sk_OCSP_ONEREQ_dup(sk) ((STACK_OF(OCSP_ONEREQ)
*)OPENSSL_sk_dup(ossl_check_const_OCSP_ONEREQ_sk_type(sk)))
#define sk_OCSP_ONEREQ_deep_copy(sk, copyfunc, freefunc)
((STACK_OF(OCSP_ONEREQ) *)OPENSSL_sk_deep_copy(ossl_check_const_OCSP_ONEREQ_sk_type(sk),
ossl_check_OCSP_ONEREQ_copyfunc_type(copyfunc), ossl_check_OCSP_ONEREQ_freefunc_type(freefunc)))
#define sk_OCSP_ONEREQ_set_cmp_func(sk, cmp)
((sk_OCSP_ONEREQ_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OCSP_ONEREQ_sk_type(sk),
ossl_check_OCSP_ONEREQ_compfunc_type(cmp)))

```
# define OCSP_RESPONSE_STATUS_SUCCESSFUL          0
# define OCSP_RESPONSE_STATUS_MALFORMEDREQUEST    1
# define OCSP_RESPONSE_STATUS_INTERNALERROR       2
# define OCSP_RESPONSE_STATUS_TRYLATER            3
# define OCSP_RESPONSE_STATUS_SIGREQUIRED         5
# define OCSP_RESPONSE_STATUS_UNAUTHORIZED        6

typedef struct ocsp_resp_bytes_st OCSP_RESPBYTES;

# define V_OCSP_RESPID_NAME 0
# define V_OCSP_RESPID_KEY  1

SKM_DEFINE_STACK_OF_INTERNAL(OCSP_RESPID, OCSP_RESPID, OCSP_RESPID)
#define sk_OCSP_RESPID_num(sk) OPENSSL_sk_num(ossl_check_const_OCSP_RESPID_sk_type(sk))
#define sk_OCSP_RESPID_value(sk, idx)
 ((OCSP_RESPID *)OPENSSL_sk_value(ossl_check_const_OCSP_RESPID_sk_type(sk), (idx)))
#define sk_OCSP_RESPID_new(cmp) ((STACK_OF(OCSP_RESPID)
*)OPENSSL_sk_new(ossl_check_OCSP_RESPID_compfunc_type(cmp)))
#define sk_OCSP_RESPID_new_null() ((STACK_OF(OCSP_RESPID) *)OPENSSL_sk_new_null())
#define sk_OCSP_RESPID_new_reserve(cmp, n) ((STACK_OF(OCSP_RESPID)
*)OPENSSL_sk_new_reserve(ossl_check_OCSP_RESPID_compfunc_type(cmp), (n)))
#define sk_OCSP_RESPID_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_OCSP_RESPID_sk_type(sk), (n))
#define sk_OCSP_RESPID_free(sk) OPENSSL_sk_free(ossl_check_OCSP_RESPID_sk_type(sk))
#define sk_OCSP_RESPID_zero(sk) OPENSSL_sk_zero(ossl_check_OCSP_RESPID_sk_type(sk))
#define sk_OCSP_RESPID_delete(sk, i) ((OCSP_RESPID
*)OPENSSL_sk_delete(ossl_check_OCSP_RESPID_sk_type(sk), (i)))
#define sk_OCSP_RESPID_delete_ptr(sk, ptr) ((OCSP_RESPID
*)OPENSSL_sk_delete_ptr(ossl_check_OCSP_RESPID_sk_type(sk), ossl_check_OCSP_RESPID_type(ptr)))
#define sk_OCSP_RESPID_push(sk, ptr) OPENSSL_sk_push(ossl_check_OCSP_RESPID_sk_type(sk),
 ossl_check_OCSP_RESPID_type(ptr))
#define sk_OCSP_RESPID_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_OCSP_RESPID_sk_type(sk),
ossl_check_OCSP_RESPID_type(ptr))
#define sk_OCSP_RESPID_pop(sk) ((OCSP_RESPID
*)OPENSSL_sk_pop(ossl_check_OCSP_RESPID_sk_type(sk)))
#define sk_OCSP_RESPID_shift(sk) ((OCSP_RESPID
*)OPENSSL_sk_shift(ossl_check_OCSP_RESPID_sk_type(sk)))
#define sk_OCSP_RESPID_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OCSP_RESPID_sk_type(sk),ossl_check_OCSP_RESPID_freefunc_type(freef
unc))
#define sk_OCSP_RESPID_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_OCSP_RESPID_sk_type(sk),
ossl_check_OCSP_RESPID_type(ptr), (idx))
#define sk_OCSP_RESPID_set(sk, idx, ptr) ((OCSP_RESPID
*)OPENSSL_sk_set(ossl_check_OCSP_RESPID_sk_type(sk), (idx), ossl_check_OCSP_RESPID_type(ptr)))
#define sk_OCSP_RESPID_find(sk, ptr) OPENSSL_sk_find(ossl_check_OCSP_RESPID_sk_type(sk),
ossl_check_OCSP_RESPID_type(ptr))
#define sk_OCSP_RESPID_find_ex(sk,
```

```
 ptr) OPENSSL_sk_find_ex(ossl_check_OCSP_RESPID_sk_type(sk), ossl_check_OCSP_RESPID_type(ptr))
#define sk_OCSP_RESPID_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OCSP_RESPID_sk_type(sk), ossl_check_OCSP_RESPID_type(ptr), pnum)
#define sk_OCSP_RESPID_sort(sk) OPENSSL_sk_sort(ossl_check_OCSP_RESPID_sk_type(sk))
#define sk_OCSP_RESPID_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_OCSP_RESPID_sk_type(sk))
#define sk_OCSP_RESPID_dup(sk) ((STACK_OF(OCSP_RESPID)
*)OPENSSL_sk_dup(ossl_check_const_OCSP_RESPID_sk_type(sk)))
#define sk_OCSP_RESPID_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(OCSP_RESPID)
*)OPENSSL_sk_deep_copy(ossl_check_const_OCSP_RESPID_sk_type(sk),
ossl_check_OCSP_RESPID_copyfunc_type(copyfunc), ossl_check_OCSP_RESPID_freefunc_type(freefunc)))
#define sk_OCSP_RESPID_set_cmp_func(sk, cmp)
((sk_OCSP_RESPID_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OCSP_RESPID_sk_type(sk),
ossl_check_OCSP_RESPID_compfunc_type(cmp)))


typedef struct ocsp_revoked_info_st
 OCSP_REVOKEDINFO;

#  define V_OCSP_CERTSTATUS_GOOD    0
#  define V_OCSP_CERTSTATUS_REVOKED 1
#  define V_OCSP_CERTSTATUS_UNKNOWN 2

typedef struct ocsp_cert_status_st OCSP_CERTSTATUS;
typedef struct ocsp_single_response_st OCSP_SINGLERESP;

SKM_DEFINE_STACK_OF_INTERNAL(OCSP_SINGLERESP, OCSP_SINGLERESP, OCSP_SINGLERESP)
#define sk_OCSP_SINGLERESP_num(sk)
OPENSSL_sk_num(ossl_check_const_OCSP_SINGLERESP_sk_type(sk))
#define sk_OCSP_SINGLERESP_value(sk, idx) ((OCSP_SINGLERESP
*)OPENSSL_sk_value(ossl_check_const_OCSP_SINGLERESP_sk_type(sk), (idx)))
#define sk_OCSP_SINGLERESP_new(cmp) ((STACK_OF(OCSP_SINGLERESP)
*)OPENSSL_sk_new(ossl_check_OCSP_SINGLERESP_compfunc_type(cmp)))
#define sk_OCSP_SINGLERESP_new_null() ((STACK_OF(OCSP_SINGLERESP) *)OPENSSL_sk_new_null())
#define sk_OCSP_SINGLERESP_new_reserve(cmp, n) ((STACK_OF(OCSP_SINGLERESP)
*)OPENSSL_sk_new_reserve(ossl_check_OCSP_SINGLERESP_compfunc_type(cmp), (n)))
#define sk_OCSP_SINGLERESP_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_OCSP_SINGLERESP_sk_type(sk),
 (n))
#define sk_OCSP_SINGLERESP_free(sk) OPENSSL_sk_free(ossl_check_OCSP_SINGLERESP_sk_type(sk))
#define sk_OCSP_SINGLERESP_zero(sk) OPENSSL_sk_zero(ossl_check_OCSP_SINGLERESP_sk_type(sk))
#define sk_OCSP_SINGLERESP_delete(sk, i) ((OCSP_SINGLERESP
*)OPENSSL_sk_delete(ossl_check_OCSP_SINGLERESP_sk_type(sk), (i)))
#define sk_OCSP_SINGLERESP_delete_ptr(sk, ptr) ((OCSP_SINGLERESP
*)OPENSSL_sk_delete_ptr(ossl_check_OCSP_SINGLERESP_sk_type(sk),
ossl_check_OCSP_SINGLERESP_type(ptr)))
#define sk_OCSP_SINGLERESP_push(sk, ptr)
OPENSSL_sk_push(ossl_check_OCSP_SINGLERESP_sk_type(sk), ossl_check_OCSP_SINGLERESP_type(ptr))
#define sk_OCSP_SINGLERESP_unshift(sk, ptr)
```

```
OPENSSL_sk_unshift(ossl_check_OCSP_SINGLERESP_sk_type(sk),
ossl_check_OCSP_SINGLERESP_type(ptr))
#define sk_OCSP_SINGLERESP_pop(sk) ((OCSP_SINGLERESP
*)OPENSSL_sk_pop(ossl_check_OCSP_SINGLERESP_sk_type(sk)))
#define sk_OCSP_SINGLERESP_shift(sk) ((OCSP_SINGLERESP
*)OPENSSL_sk_shift(ossl_check_OCSP_SINGLERESP_sk_type(sk)))
#define
 sk_OCSP_SINGLERESP_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OCSP_SINGLERESP_sk_type(sk),ossl_check_OCSP_SINGLERESP_freefun
c_type(freefunc))
#define sk_OCSP_SINGLERESP_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OCSP_SINGLERESP_sk_type(sk), ossl_check_OCSP_SINGLERESP_type(ptr),
(idx))
#define sk_OCSP_SINGLERESP_set(sk, idx, ptr) ((OCSP_SINGLERESP
*)OPENSSL_sk_set(ossl_check_OCSP_SINGLERESP_sk_type(sk), (idx),
ossl_check_OCSP_SINGLERESP_type(ptr)))
#define sk_OCSP_SINGLERESP_find(sk, ptr) OPENSSL_sk_find(ossl_check_OCSP_SINGLERESP_sk_type(sk),
ossl_check_OCSP_SINGLERESP_type(ptr))
#define sk_OCSP_SINGLERESP_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OCSP_SINGLERESP_sk_type(sk),
ossl_check_OCSP_SINGLERESP_type(ptr))
#define sk_OCSP_SINGLERESP_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OCSP_SINGLERESP_sk_type(sk),
ossl_check_OCSP_SINGLERESP_type(ptr), pnum)
#define sk_OCSP_SINGLERESP_sort(sk) OPENSSL_sk_sort(ossl_check_OCSP_SINGLERESP_sk_type(sk))
#define
 sk_OCSP_SINGLERESP_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OCSP_SINGLERESP_sk_type(sk))
#define sk_OCSP_SINGLERESP_dup(sk) ((STACK_OF(OCSP_SINGLERESP)
*)OPENSSL_sk_dup(ossl_check_const_OCSP_SINGLERESP_sk_type(sk)))
#define sk_OCSP_SINGLERESP_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(OCSP_SINGLERESP)
*)OPENSSL_sk_deep_copy(ossl_check_const_OCSP_SINGLERESP_sk_type(sk),
ossl_check_OCSP_SINGLERESP_copyfunc_type(copyfunc),
ossl_check_OCSP_SINGLERESP_freefunc_type(freefunc)))
#define sk_OCSP_SINGLERESP_set_cmp_func(sk, cmp)
((sk_OCSP_SINGLERESP_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OCSP_SINGLERESP_sk_type(sk
), ossl_check_OCSP_SINGLERESP_compfunc_type(cmp)))


typedef struct ocsp_response_data_st OCSP_RESPDATA;

typedef struct ocsp_basic_response_st OCSP_BASICRESP;

typedef struct ocsp_crl_id_st OCSP_CRLID;
typedef struct ocsp_service_locator_st OCSP_SERVICELOC;

#  define PEM_STRING_OCSP_REQUEST "OCSP REQUEST"
#  define PEM_STRING_OCSP_RESPONSE "OCSP
```

```
 RESPONSE"

# define d2i_OCSP_REQUEST_bio(bp,p)
ASN1_d2i_bio_of(OCSP_REQUEST,OCSP_REQUEST_new,d2i_OCSP_REQUEST,bp,p)

# define d2i_OCSP_RESPONSE_bio(bp,p)
ASN1_d2i_bio_of(OCSP_RESPONSE,OCSP_RESPONSE_new,d2i_OCSP_RESPONSE,bp,p)

# define PEM_read_bio_OCSP_REQUEST(bp,x,cb) (OCSP_REQUEST *)PEM_ASN1_read_bio( \
   (char *(*)())d2i_OCSP_REQUEST,PEM_STRING_OCSP_REQUEST, \
   bp,(char **)(x),cb,NULL)

# define PEM_read_bio_OCSP_RESPONSE(bp,x,cb) (OCSP_RESPONSE *)PEM_ASN1_read_bio(\
   (char *(*)())d2i_OCSP_RESPONSE,PEM_STRING_OCSP_RESPONSE, \
   bp,(char **)(x),cb,NULL)

# define PEM_write_bio_OCSP_REQUEST(bp,o) \
  PEM_ASN1_write_bio((int (*)())i2d_OCSP_REQUEST,PEM_STRING_OCSP_REQUEST,\
                bp,(char *)(o), NULL,NULL,0,NULL,NULL)

# define PEM_write_bio_OCSP_RESPONSE(bp,o) \
  PEM_ASN1_write_bio((int (*)())i2d_OCSP_RESPONSE,PEM_STRING_OCSP_RESPONSE,\
                bp,(char *)(o), NULL,NULL,0,NULL,NULL)

# define i2d_OCSP_RESPONSE_bio(bp,o) ASN1_i2d_bio_of(OCSP_RESPONSE,i2d_OCSP_RESPONSE,bp,o)

#
 define i2d_OCSP_REQUEST_bio(bp,o) ASN1_i2d_bio_of(OCSP_REQUEST,i2d_OCSP_REQUEST,bp,o)

# define ASN1_BIT_STRING_digest(data,type,md,len) \
     ASN1_item_digest(ASN1_ITEM_rptr(ASN1_BIT_STRING),type,data,md,len)

# define OCSP_CERTSTATUS_dup(cs)\
           (OCSP_CERTSTATUS*)ASN1_dup((i2d_of_void *)i2d_OCSP_CERTSTATUS,\
           (d2i_of_void *)d2i_OCSP_CERTSTATUS,(char *)(cs))

DECLARE_ASN1_DUP_FUNCTION(OCSP_CERTID)

OSSL_HTTP_REQ_CTX *OCSP_sendreq_new(BIO *io, const char *path,
                        const OCSP_REQUEST *req, int buf_size);
OCSP_RESPONSE *OCSP_sendreq_bio(BIO *b, const char *path, OCSP_REQUEST *req);

# ifndef OPENSSL_NO_DEPRECATED_3_0
typedef OSSL_HTTP_REQ_CTX OCSP_REQ_CTX;
#  define OCSP_REQ_CTX_new(io, buf_size) \
     OSSL_HTTP_REQ_CTX_new(io, io, buf_size)
#  define OCSP_REQ_CTX_free OSSL_HTTP_REQ_CTX_free
#  define OCSP_REQ_CTX_http(rctx, op, path) \
```

```
      (OSSL_HTTP_REQ_CTX_set_expected(rctx,
 NULL, 1 /* asn1 */, 0, 0) && \
       OSSL_HTTP_REQ_CTX_set_request_line(rctx, strcmp(op, "POST") == 0, \
                                NULL, NULL, path))
#   define OCSP_REQ_CTX_add1_header OSSL_HTTP_REQ_CTX_add1_header
#   define OCSP_REQ_CTX_i2d(r, it, req) \
      OSSL_HTTP_REQ_CTX_set1_req(r, "application/ocsp-request", it, req)
#   define OCSP_REQ_CTX_set1_req(r, req) \
      OCSP_REQ_CTX_i2d(r, ASN1_ITEM_rptr(OCSP_REQUEST), (ASN1_VALUE *)(req))
#   define OCSP_REQ_CTX_nbio OSSL_HTTP_REQ_CTX_nbio
#   define OCSP_REQ_CTX_nbio_d2i OSSL_HTTP_REQ_CTX_nbio_d2i
#   define OCSP_sendreq_nbio(p, r) \
      OSSL_HTTP_REQ_CTX_nbio_d2i(r, (ASN1_VALUE **)(p), \
                          ASN1_ITEM_rptr(OCSP_RESPONSE))
#   define OCSP_REQ_CTX_get0_mem_bio OSSL_HTTP_REQ_CTX_get0_mem_bio
#   define OCSP_set_max_response_length OSSL_HTTP_REQ_CTX_set_max_response_length
#  endif

OCSP_CERTID *OCSP_cert_to_id(const EVP_MD *dgst, const X509 *subject,
                             const X509 *issuer);

OCSP_CERTID *OCSP_cert_id_new(const EVP_MD *dgst,
                              const X509_NAME *issuerName,
                              const ASN1_BIT_STRING *issuerKey,
                              const ASN1_INTEGER *serialNumber);

OCSP_ONEREQ *OCSP_request_add0_id(OCSP_REQUEST *req, OCSP_CERTID *cid);

int OCSP_request_add1_nonce(OCSP_REQUEST *req, unsigned char *val, int len);
int OCSP_basic_add1_nonce(OCSP_BASICRESP *resp, unsigned char *val, int len);
int OCSP_check_nonce(OCSP_REQUEST *req, OCSP_BASICRESP *bs);
int OCSP_copy_nonce(OCSP_BASICRESP *resp, OCSP_REQUEST *req);

int OCSP_request_set1_name(OCSP_REQUEST *req, const X509_NAME *nm);
int OCSP_request_add1_cert(OCSP_REQUEST *req, X509 *cert);

int OCSP_request_sign(OCSP_REQUEST *req,
                      X509 *signer,
                      EVP_PKEY *key,
                      const EVP_MD *dgst,
                      STACK_OF(X509) *certs, unsigned long flags);

int
 OCSP_response_status(OCSP_RESPONSE *resp);
OCSP_BASICRESP *OCSP_response_get1_basic(OCSP_RESPONSE *resp);

const ASN1_OCTET_STRING *OCSP_resp_get0_signature(const OCSP_BASICRESP *bs);
const X509_ALGOR *OCSP_resp_get0_tbs_sigalg(const OCSP_BASICRESP *bs);
```

```
const OCSP_RESPDATA *OCSP_resp_get0_respdata(const OCSP_BASICRESP *bs);
int OCSP_resp_get0_signer(OCSP_BASICRESP *bs, X509 **signer,
                          STACK_OF(X509) *extra_certs);

int OCSP_resp_count(OCSP_BASICRESP *bs);
OCSP_SINGLERESP *OCSP_resp_get0(OCSP_BASICRESP *bs, int idx);
const ASN1_GENERALIZEDTIME *OCSP_resp_get0_produced_at(const OCSP_BASICRESP* bs);
const STACK_OF(X509) *OCSP_resp_get0_certs(const OCSP_BASICRESP *bs);
int OCSP_resp_get0_id(const OCSP_BASICRESP *bs,
                      const ASN1_OCTET_STRING **pid,
                      const X509_NAME **pname);
int OCSP_resp_get1_id(const OCSP_BASICRESP *bs,
                      ASN1_OCTET_STRING **pid,
                      X509_NAME **pname);

int OCSP_resp_find(OCSP_BASICRESP
 *bs, OCSP_CERTID *id, int last);
int OCSP_single_get0_status(OCSP_SINGLERESP *single, int *reason,
                            ASN1_GENERALIZEDTIME **revtime,
                            ASN1_GENERALIZEDTIME **thisupd,
                            ASN1_GENERALIZEDTIME **nextupd);
int OCSP_resp_find_status(OCSP_BASICRESP *bs, OCSP_CERTID *id, int *status,
                          int *reason,
                          ASN1_GENERALIZEDTIME **revtime,
                          ASN1_GENERALIZEDTIME **thisupd,
                          ASN1_GENERALIZEDTIME **nextupd);
int OCSP_check_validity(ASN1_GENERALIZEDTIME *thisupd,
                        ASN1_GENERALIZEDTIME *nextupd, long sec, long maxsec);

int OCSP_request_verify(OCSP_REQUEST *req, STACK_OF(X509) *certs,
                        X509_STORE *store, unsigned long flags);

#  define OCSP_parse_url(url, host, port, path, ssl) \
   OSSL_HTTP_parse_url(url, ssl, NULL, host, port, NULL, path, NULL, NULL)

int OCSP_id_issuer_cmp(const
 OCSP_CERTID *a, const OCSP_CERTID *b);
int OCSP_id_cmp(const OCSP_CERTID *a, const OCSP_CERTID *b);

int OCSP_request_onereq_count(OCSP_REQUEST *req);
OCSP_ONEREQ *OCSP_request_onereq_get0(OCSP_REQUEST *req, int i);
OCSP_CERTID *OCSP_onereq_get0_id(OCSP_ONEREQ *one);
int OCSP_id_get0_info(ASN1_OCTET_STRING **piNameHash, ASN1_OBJECT **pmd,
                      ASN1_OCTET_STRING **pikeyHash,
                      ASN1_INTEGER **pserial, OCSP_CERTID *cid);
int OCSP_request_is_signed(OCSP_REQUEST *req);
OCSP_RESPONSE *OCSP_response_create(int status, OCSP_BASICRESP *bs);
OCSP_SINGLERESP *OCSP_basic_add1_status(OCSP_BASICRESP *rsp,
```

```
                            OCSP_CERTID *cid,
                            int status, int reason,
                            ASN1_TIME *revtime,
                            ASN1_TIME *thisupd,
                            ASN1_TIME *nextupd);
int OCSP_basic_add1_cert(OCSP_BASICRESP *resp,
 X509 *cert);
int OCSP_basic_sign(OCSP_BASICRESP *brsp,
                X509 *signer, EVP_PKEY *key, const EVP_MD *dgst,
                STACK_OF(X509) *certs, unsigned long flags);
int OCSP_basic_sign_ctx(OCSP_BASICRESP *brsp,
                  X509 *signer, EVP_MD_CTX *ctx,
                  STACK_OF(X509) *certs, unsigned long flags);
int OCSP_RESPID_set_by_name(OCSP_RESPID *respid, X509 *cert);
int OCSP_RESPID_set_by_key_ex(OCSP_RESPID *respid, X509 *cert,
                      OSSL_LIB_CTX *libctx, const char *propq);
int OCSP_RESPID_set_by_key(OCSP_RESPID *respid, X509 *cert);
int OCSP_RESPID_match_ex(OCSP_RESPID *respid, X509 *cert, OSSL_LIB_CTX *libctx,
                 const char *propq);
int OCSP_RESPID_match(OCSP_RESPID *respid, X509 *cert);

X509_EXTENSION *OCSP_crlID_new(const char *url, long *n, char *tim);

X509_EXTENSION *OCSP_accept_responses_new(char **oids);

X509_EXTENSION *OCSP_archive_cutoff_new(char *tim);

X509_EXTENSION *OCSP_url_svcloc_new(const
 X509_NAME *issuer, const char **urls);

int OCSP_REQUEST_get_ext_count(OCSP_REQUEST *x);
int OCSP_REQUEST_get_ext_by_NID(OCSP_REQUEST *x, int nid, int lastpos);
int OCSP_REQUEST_get_ext_by_OBJ(OCSP_REQUEST *x, const ASN1_OBJECT *obj,
                        int lastpos);
int OCSP_REQUEST_get_ext_by_critical(OCSP_REQUEST *x, int crit, int lastpos);
X509_EXTENSION *OCSP_REQUEST_get_ext(OCSP_REQUEST *x, int loc);
X509_EXTENSION *OCSP_REQUEST_delete_ext(OCSP_REQUEST *x, int loc);
void *OCSP_REQUEST_get1_ext_d2i(OCSP_REQUEST *x, int nid, int *crit,
                        int *idx);
int OCSP_REQUEST_add1_ext_i2d(OCSP_REQUEST *x, int nid, void *value, int crit,
                      unsigned long flags);
int OCSP_REQUEST_add_ext(OCSP_REQUEST *x, X509_EXTENSION *ex, int loc);

int OCSP_ONEREQ_get_ext_count(OCSP_ONEREQ *x);
int OCSP_ONEREQ_get_ext_by_NID(OCSP_ONEREQ *x, int nid, int lastpos);
int OCSP_ONEREQ_get_ext_by_OBJ(OCSP_ONEREQ *x, const
 ASN1_OBJECT *obj, int lastpos);
int OCSP_ONEREQ_get_ext_by_critical(OCSP_ONEREQ *x, int crit, int lastpos);
```

```
X509_EXTENSION *OCSP_ONEREQ_get_ext(OCSP_ONEREQ *x, int loc);
X509_EXTENSION *OCSP_ONEREQ_delete_ext(OCSP_ONEREQ *x, int loc);
void *OCSP_ONEREQ_get1_ext_d2i(OCSP_ONEREQ *x, int nid, int *crit, int *idx);
int OCSP_ONEREQ_add1_ext_i2d(OCSP_ONEREQ *x, int nid, void *value, int crit,
                             unsigned long flags);
int OCSP_ONEREQ_add_ext(OCSP_ONEREQ *x, X509_EXTENSION *ex, int loc);

int OCSP_BASICRESP_get_ext_count(OCSP_BASICRESP *x);
int OCSP_BASICRESP_get_ext_by_NID(OCSP_BASICRESP *x, int nid, int lastpos);
int OCSP_BASICRESP_get_ext_by_OBJ(OCSP_BASICRESP *x, const ASN1_OBJECT *obj,
                                  int lastpos);
int OCSP_BASICRESP_get_ext_by_critical(OCSP_BASICRESP *x, int crit,
                                       int lastpos);
X509_EXTENSION *OCSP_BASICRESP_get_ext(OCSP_BASICRESP *x, int loc);
X509_EXTENSION *OCSP_BASICRESP_delete_ext(OCSP_BASICRESP
 *x, int loc);
void *OCSP_BASICRESP_get1_ext_d2i(OCSP_BASICRESP *x, int nid, int *crit,
                                  int *idx);
int OCSP_BASICRESP_add1_ext_i2d(OCSP_BASICRESP *x, int nid, void *value,
                                int crit, unsigned long flags);
int OCSP_BASICRESP_add_ext(OCSP_BASICRESP *x, X509_EXTENSION *ex, int loc);

int OCSP_SINGLERESP_get_ext_count(OCSP_SINGLERESP *x);
int OCSP_SINGLERESP_get_ext_by_NID(OCSP_SINGLERESP *x, int nid, int lastpos);
int OCSP_SINGLERESP_get_ext_by_OBJ(OCSP_SINGLERESP *x, const ASN1_OBJECT *obj,
                                   int lastpos);
int OCSP_SINGLERESP_get_ext_by_critical(OCSP_SINGLERESP *x, int crit,
                                        int lastpos);
X509_EXTENSION *OCSP_SINGLERESP_get_ext(OCSP_SINGLERESP *x, int loc);
X509_EXTENSION *OCSP_SINGLERESP_delete_ext(OCSP_SINGLERESP *x, int loc);
void *OCSP_SINGLERESP_get1_ext_d2i(OCSP_SINGLERESP *x, int nid, int *crit,
                                   int
 *idx);
int OCSP_SINGLERESP_add1_ext_i2d(OCSP_SINGLERESP *x, int nid, void *value,
                                 int crit, unsigned long flags);
int OCSP_SINGLERESP_add_ext(OCSP_SINGLERESP *x, X509_EXTENSION *ex, int loc);
const OCSP_CERTID *OCSP_SINGLERESP_get0_id(const OCSP_SINGLERESP *x);

DECLARE_ASN1_FUNCTIONS(OCSP_SINGLERESP)
DECLARE_ASN1_FUNCTIONS(OCSP_CERTSTATUS)
DECLARE_ASN1_FUNCTIONS(OCSP_REVOKEDINFO)
DECLARE_ASN1_FUNCTIONS(OCSP_BASICRESP)
DECLARE_ASN1_FUNCTIONS(OCSP_RESPDATA)
DECLARE_ASN1_FUNCTIONS(OCSP_RESPID)
DECLARE_ASN1_FUNCTIONS(OCSP_RESPONSE)
DECLARE_ASN1_FUNCTIONS(OCSP_RESPBYTES)
DECLARE_ASN1_FUNCTIONS(OCSP_ONEREQ)
DECLARE_ASN1_FUNCTIONS(OCSP_CERTID)
```

```
DECLARE_ASN1_FUNCTIONS(OCSP_REQUEST)
DECLARE_ASN1_FUNCTIONS(OCSP_SIGNATURE)
DECLARE_ASN1_FUNCTIONS(OCSP_REQINFO)
DECLARE_ASN1_FUNCTIONS(OCSP_CRLID)
DECLARE_ASN1_FUNCTIONS(OCSP_SERVICELOC)

const char *OCSP_response_status_str(long s);
const char *OCSP_cert_status_str(long s);
const char *OCSP_crl_reason_str(long s);

int
 OCSP_REQUEST_print(BIO *bp, OCSP_REQUEST *a, unsigned long flags);
int OCSP_RESPONSE_print(BIO *bp, OCSP_RESPONSE *o, unsigned long flags);

int OCSP_basic_verify(OCSP_BASICRESP *bs, STACK_OF(X509) *certs,
                      X509_STORE *st, unsigned long flags);


#  ifdef  __cplusplus
}
#  endif
# endif /* !defined(OPENSSL_NO_OCSP) */
#endif
Alexander Rose [@arose](https://github.com/arose)
Alexandru Mrteanu [@alexei](https://github.com/alexei)
Andras [@andrasq](https://github.com/andrasq)
Benoit Giannangeli [@giann](https://github.com/giann)
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```

Stefan Tingstrm [@stingstrom](https://github.com/stingstrom)
Tim Gates [@timgates42](https://github.com/timgates42)

```
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/pkcs7.h.in
*
* Copyright 1995-2023 The OpenSSL Project Authors. All Rights Reserved.
*
* Licensed under the Apache License 2.0 (the "License").  You may not use
* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/



#ifndef OPENSSL_PKCS7_H
# define OPENSSL_PKCS7_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_PKCS7_H
# endif

# include <openssl/asn1.h>
# include <openssl/bio.h>
# include <openssl/e_os2.h>

# include <openssl/symhacks.h>
# include <openssl/types.h>
# include <openssl/pkcs7err.h>

#ifdef  __cplusplus
extern "C" {
#endif


/*-
Encryption_ID          DES-CBC
Digest_ID              MD5
Digest_Encryption_ID    rsaEncryption
Key_Encryption_ID       rsaEncryption
*/

typedef struct PKCS7_CTX_st {
  OSSL_LIB_CTX *libctx;
```

```
    char *propq;
} PKCS7_CTX;

typedef struct pkcs7_issuer_and_serial_st {
  X509_NAME *issuer;
  ASN1_INTEGER *serial;
} PKCS7_ISSUER_AND_SERIAL;

typedef struct pkcs7_signer_info_st {
  ASN1_INTEGER *version;      /* version 1 */
  PKCS7_ISSUER_AND_SERIAL *issuer_and_serial;
  X509_ALGOR *digest_alg;
  STACK_OF(X509_ATTRIBUTE) *auth_attr; /* [ 0 ] */
  X509_ALGOR *digest_enc_alg; /* confusing name, actually used for signing */
  ASN1_OCTET_STRING *enc_digest; /* confusing name, actually signature */
  STACK_OF(X509_ATTRIBUTE) *unauth_attr; /* [ 1 ] */
  /* The private key to sign with */
  EVP_PKEY *pkey;
  const PKCS7_CTX *ctx;
} PKCS7_SIGNER_INFO;
SKM_DEFINE_STACK_OF_INTERNAL(PKCS7_SIGNER_INFO, PKCS7_SIGNER_INFO,
PKCS7_SIGNER_INFO)
#define sk_PKCS7_SIGNER_INFO_num(sk)
OPENSSL_sk_num(ossl_check_const_PKCS7_SIGNER_INFO_sk_type(sk))
#define sk_PKCS7_SIGNER_INFO_value(sk, idx) ((PKCS7_SIGNER_INFO
*)OPENSSL_sk_value(ossl_check_const_PKCS7_SIGNER_INFO_sk_type(sk),
 (idx)))
#define sk_PKCS7_SIGNER_INFO_new(cmp) ((STACK_OF(PKCS7_SIGNER_INFO)
*)OPENSSL_sk_new(ossl_check_PKCS7_SIGNER_INFO_compfunc_type(cmp)))
#define sk_PKCS7_SIGNER_INFO_new_null() ((STACK_OF(PKCS7_SIGNER_INFO)
*)OPENSSL_sk_new_null())
#define sk_PKCS7_SIGNER_INFO_new_reserve(cmp, n) ((STACK_OF(PKCS7_SIGNER_INFO)
*)OPENSSL_sk_new_reserve(ossl_check_PKCS7_SIGNER_INFO_compfunc_type(cmp), (n)))
#define sk_PKCS7_SIGNER_INFO_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk), (n))
#define sk_PKCS7_SIGNER_INFO_free(sk)
OPENSSL_sk_free(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk))
#define sk_PKCS7_SIGNER_INFO_zero(sk)
OPENSSL_sk_zero(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk))
#define sk_PKCS7_SIGNER_INFO_delete(sk, i) ((PKCS7_SIGNER_INFO
*)OPENSSL_sk_delete(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk), (i)))
#define sk_PKCS7_SIGNER_INFO_delete_ptr(sk, ptr) ((PKCS7_SIGNER_INFO
*)OPENSSL_sk_delete_ptr(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk),
ossl_check_PKCS7_SIGNER_INFO_type(ptr)))
#define
 sk_PKCS7_SIGNER_INFO_push(sk, ptr) OPENSSL_sk_push(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk),
ossl_check_PKCS7_SIGNER_INFO_type(ptr))
#define sk_PKCS7_SIGNER_INFO_unshift(sk, ptr)
```

```
OPENSSL_sk_unshift(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk),
ossl_check_PKCS7_SIGNER_INFO_type(ptr))
#define sk_PKCS7_SIGNER_INFO_pop(sk) ((PKCS7_SIGNER_INFO
*)OPENSSL_sk_pop(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk)))
#define sk_PKCS7_SIGNER_INFO_shift(sk) ((PKCS7_SIGNER_INFO
*)OPENSSL_sk_shift(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk)))
#define sk_PKCS7_SIGNER_INFO_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk),ossl_check_PKCS7_SIGNER_INFO_fr
eefunc_type(freefunc))
#define sk_PKCS7_SIGNER_INFO_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk),
ossl_check_PKCS7_SIGNER_INFO_type(ptr), (idx))
#define sk_PKCS7_SIGNER_INFO_set(sk, idx, ptr) ((PKCS7_SIGNER_INFO
*)OPENSSL_sk_set(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk), (idx),
ossl_check_PKCS7_SIGNER_INFO_type(ptr)))
#define
 sk_PKCS7_SIGNER_INFO_find(sk, ptr) OPENSSL_sk_find(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk),
ossl_check_PKCS7_SIGNER_INFO_type(ptr))
#define sk_PKCS7_SIGNER_INFO_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk),
ossl_check_PKCS7_SIGNER_INFO_type(ptr))
#define sk_PKCS7_SIGNER_INFO_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk),
ossl_check_PKCS7_SIGNER_INFO_type(ptr), pnum)
#define sk_PKCS7_SIGNER_INFO_sort(sk) OPENSSL_sk_sort(ossl_check_PKCS7_SIGNER_INFO_sk_type(sk))
#define sk_PKCS7_SIGNER_INFO_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_PKCS7_SIGNER_INFO_sk_type(sk))
#define sk_PKCS7_SIGNER_INFO_dup(sk) ((STACK_OF(PKCS7_SIGNER_INFO)
*)OPENSSL_sk_dup(ossl_check_const_PKCS7_SIGNER_INFO_sk_type(sk)))
#define sk_PKCS7_SIGNER_INFO_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(PKCS7_SIGNER_INFO)
*)OPENSSL_sk_deep_copy(ossl_check_const_PKCS7_SIGNER_INFO_sk_type(sk),
ossl_check_PKCS7_SIGNER_INFO_copyfunc_type(copyfunc),
 ossl_check_PKCS7_SIGNER_INFO_freefunc_type(freefunc)))
#define sk_PKCS7_SIGNER_INFO_set_cmp_func(sk, cmp)
((sk_PKCS7_SIGNER_INFO_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_PKCS7_SIGNER_INFO_sk_ty
pe(sk), ossl_check_PKCS7_SIGNER_INFO_compfunc_type(cmp)))


typedef struct pkcs7_recip_info_st {
  ASN1_INTEGER *version;      /* version 0 */
  PKCS7_ISSUER_AND_SERIAL *issuer_and_serial;
  X509_ALGOR *key_enc_algor;
  ASN1_OCTET_STRING *enc_key;
  X509 *cert;                 /* get the pub-key from this */
  const PKCS7_CTX *ctx;
} PKCS7_RECIP_INFO;
SKM_DEFINE_STACK_OF_INTERNAL(PKCS7_RECIP_INFO, PKCS7_RECIP_INFO, PKCS7_RECIP_INFO)
#define sk_PKCS7_RECIP_INFO_num(sk)
```

OPENSSL_sk_num(ossl_check_const_PKCS7_RECIP_INFO_sk_type(sk))
#define sk_PKCS7_RECIP_INFO_value(sk, idx) ((PKCS7_RECIP_INFO
*)OPENSSL_sk_value(ossl_check_const_PKCS7_RECIP_INFO_sk_type(sk), (idx)))
#define sk_PKCS7_RECIP_INFO_new(cmp) ((STACK_OF(PKCS7_RECIP_INFO)
*)OPENSSL_sk_new(ossl_check_PKCS7_RECIP_INFO_compfunc_type(cmp)))
#define
sk_PKCS7_RECIP_INFO_new_null() ((STACK_OF(PKCS7_RECIP_INFO) *)OPENSSL_sk_new_null())
#define sk_PKCS7_RECIP_INFO_new_reserve(cmp, n) ((STACK_OF(PKCS7_RECIP_INFO)
*)OPENSSL_sk_new_reserve(ossl_check_PKCS7_RECIP_INFO_compfunc_type(cmp), (n)))
#define sk_PKCS7_RECIP_INFO_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_PKCS7_RECIP_INFO_sk_type(sk), (n))
#define sk_PKCS7_RECIP_INFO_free(sk) OPENSSL_sk_free(ossl_check_PKCS7_RECIP_INFO_sk_type(sk))
#define sk_PKCS7_RECIP_INFO_zero(sk) OPENSSL_sk_zero(ossl_check_PKCS7_RECIP_INFO_sk_type(sk))
#define sk_PKCS7_RECIP_INFO_delete(sk, i) ((PKCS7_RECIP_INFO
*)OPENSSL_sk_delete(ossl_check_PKCS7_RECIP_INFO_sk_type(sk), (i)))
#define sk_PKCS7_RECIP_INFO_delete_ptr(sk, ptr) ((PKCS7_RECIP_INFO
*)OPENSSL_sk_delete_ptr(ossl_check_PKCS7_RECIP_INFO_sk_type(sk),
ossl_check_PKCS7_RECIP_INFO_type(ptr)))
#define sk_PKCS7_RECIP_INFO_push(sk, ptr)
OPENSSL_sk_push(ossl_check_PKCS7_RECIP_INFO_sk_type(sk), ossl_check_PKCS7_RECIP_INFO_type(ptr))
#define
sk_PKCS7_RECIP_INFO_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_PKCS7_RECIP_INFO_sk_type(sk),
ossl_check_PKCS7_RECIP_INFO_type(ptr))
#define sk_PKCS7_RECIP_INFO_pop(sk) ((PKCS7_RECIP_INFO
*)OPENSSL_sk_pop(ossl_check_PKCS7_RECIP_INFO_sk_type(sk)))
#define sk_PKCS7_RECIP_INFO_shift(sk) ((PKCS7_RECIP_INFO
*)OPENSSL_sk_shift(ossl_check_PKCS7_RECIP_INFO_sk_type(sk)))
#define sk_PKCS7_RECIP_INFO_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_PKCS7_RECIP_INFO_sk_type(sk),ossl_check_PKCS7_RECIP_INFO_freefu
nc_type(freefunc))
#define sk_PKCS7_RECIP_INFO_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_PKCS7_RECIP_INFO_sk_type(sk),
ossl_check_PKCS7_RECIP_INFO_type(ptr), (idx))
#define sk_PKCS7_RECIP_INFO_set(sk, idx, ptr) ((PKCS7_RECIP_INFO
*)OPENSSL_sk_set(ossl_check_PKCS7_RECIP_INFO_sk_type(sk), (idx),
ossl_check_PKCS7_RECIP_INFO_type(ptr)))
#define sk_PKCS7_RECIP_INFO_find(sk, ptr)
OPENSSL_sk_find(ossl_check_PKCS7_RECIP_INFO_sk_type(sk), ossl_check_PKCS7_RECIP_INFO_type(ptr))
#define
sk_PKCS7_RECIP_INFO_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_PKCS7_RECIP_INFO_sk_type(sk),
ossl_check_PKCS7_RECIP_INFO_type(ptr))
#define sk_PKCS7_RECIP_INFO_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_PKCS7_RECIP_INFO_sk_type(sk),
ossl_check_PKCS7_RECIP_INFO_type(ptr), pnum)
#define sk_PKCS7_RECIP_INFO_sort(sk) OPENSSL_sk_sort(ossl_check_PKCS7_RECIP_INFO_sk_type(sk))
#define sk_PKCS7_RECIP_INFO_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_PKCS7_RECIP_INFO_sk_type(sk))

```
#define sk_PKCS7_RECIP_INFO_dup(sk) ((STACK_OF(PKCS7_RECIP_INFO)
*)OPENSSL_sk_dup(ossl_check_const_PKCS7_RECIP_INFO_sk_type(sk)))
#define sk_PKCS7_RECIP_INFO_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(PKCS7_RECIP_INFO)
*)OPENSSL_sk_deep_copy(ossl_check_const_PKCS7_RECIP_INFO_sk_type(sk),
ossl_check_PKCS7_RECIP_INFO_copyfunc_type(copyfunc),
ossl_check_PKCS7_RECIP_INFO_freefunc_type(freefunc)))
#define sk_PKCS7_RECIP_INFO_set_cmp_func(sk, cmp)
((sk_PKCS7_RECIP_INFO_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_PKCS7_RECIP_INFO_sk_type(s
k),
 ossl_check_PKCS7_RECIP_INFO_compfunc_type(cmp)))



typedef struct pkcs7_signed_st {
  ASN1_INTEGER *version;      /* version 1 */
  STACK_OF(X509_ALGOR) *md_algs; /* md used */
  STACK_OF(X509) *cert;       /* [ 0 ] */
  STACK_OF(X509_CRL) *crl;    /* [ 1 ] */
  STACK_OF(PKCS7_SIGNER_INFO) *signer_info;
  struct pkcs7_st *contents;
} PKCS7_SIGNED;
/*
* The above structure is very very similar to PKCS7_SIGN_ENVELOPE. How about
* merging the two
*/

typedef struct pkcs7_enc_content_st {
  ASN1_OBJECT *content_type;
  X509_ALGOR *algorithm;
  ASN1_OCTET_STRING *enc_data; /* [ 0 ] */
  const EVP_CIPHER *cipher;
  const PKCS7_CTX *ctx;
} PKCS7_ENC_CONTENT;

typedef struct pkcs7_enveloped_st {
  ASN1_INTEGER *version;      /* version 0 */
  STACK_OF(PKCS7_RECIP_INFO) *recipientinfo;
  PKCS7_ENC_CONTENT *enc_data;
} PKCS7_ENVELOPE;

typedef struct pkcs7_signedandenveloped_st {
   ASN1_INTEGER *version;      /* version 1 */
  STACK_OF(X509_ALGOR) *md_algs; /* md used */
  STACK_OF(X509) *cert;       /* [ 0 ] */
  STACK_OF(X509_CRL) *crl;    /* [ 1 ] */
  STACK_OF(PKCS7_SIGNER_INFO) *signer_info;
  PKCS7_ENC_CONTENT *enc_data;
  STACK_OF(PKCS7_RECIP_INFO) *recipientinfo;
```

```
} PKCS7_SIGN_ENVELOPE;

typedef struct pkcs7_digest_st {
  ASN1_INTEGER *version;     /* version 0 */
  X509_ALGOR *md;            /* md used */
  struct pkcs7_st *contents;
  ASN1_OCTET_STRING *digest;
} PKCS7_DIGEST;

typedef struct pkcs7_encrypted_st {
  ASN1_INTEGER *version;     /* version 0 */
  PKCS7_ENC_CONTENT *enc_data;
} PKCS7_ENCRYPT;

typedef struct pkcs7_st {
  /*
   * The following is non NULL if it contains ASN1 encoding of this
   * structure
   */
  unsigned char *asn1;
  long length;
# define PKCS7_S_HEADER  0
# define PKCS7_S_BODY    1
# define PKCS7_S_TAIL    2
  int state;                 /* used during processing */
  int detached;
   ASN1_OBJECT *type;
  /* content as defined by the type */
  /*
   * all encryption/message digests are applied to the 'contents', leaving
   * out the 'type' field.
   */
  union {
     char *ptr;
     /* NID_pkcs7_data */
     ASN1_OCTET_STRING *data;
     /* NID_pkcs7_signed */
     PKCS7_SIGNED *sign;
     /* NID_pkcs7_enveloped */
     PKCS7_ENVELOPE *enveloped;
     /* NID_pkcs7_signedAndEnveloped */
     PKCS7_SIGN_ENVELOPE *signed_and_enveloped;
     /* NID_pkcs7_digest */
     PKCS7_DIGEST *digest;
     /* NID_pkcs7_encrypted */
     PKCS7_ENCRYPT *encrypted;
     /* Anything else */
     ASN1_TYPE *other;
```

```
  } d;
  PKCS7_CTX ctx;
} PKCS7;
SKM_DEFINE_STACK_OF_INTERNAL(PKCS7, PKCS7, PKCS7)
#define sk_PKCS7_num(sk) OPENSSL_sk_num(ossl_check_const_PKCS7_sk_type(sk))
#define sk_PKCS7_value(sk, idx) ((PKCS7 *)OPENSSL_sk_value(ossl_check_const_PKCS7_sk_type(sk), (idx)))
#define sk_PKCS7_new(cmp) ((STACK_OF(PKCS7)
*)OPENSSL_sk_new(ossl_check_PKCS7_compfunc_type(cmp)))
#define
 sk_PKCS7_new_null() ((STACK_OF(PKCS7) *)OPENSSL_sk_new_null())
#define sk_PKCS7_new_reserve(cmp, n) ((STACK_OF(PKCS7)
*)OPENSSL_sk_new_reserve(ossl_check_PKCS7_compfunc_type(cmp), (n)))
#define sk_PKCS7_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_PKCS7_sk_type(sk), (n))
#define sk_PKCS7_free(sk) OPENSSL_sk_free(ossl_check_PKCS7_sk_type(sk))
#define sk_PKCS7_zero(sk) OPENSSL_sk_zero(ossl_check_PKCS7_sk_type(sk))
#define sk_PKCS7_delete(sk, i) ((PKCS7 *)OPENSSL_sk_delete(ossl_check_PKCS7_sk_type(sk), (i)))
#define sk_PKCS7_delete_ptr(sk, ptr) ((PKCS7 *)OPENSSL_sk_delete_ptr(ossl_check_PKCS7_sk_type(sk),
ossl_check_PKCS7_type(ptr)))
#define sk_PKCS7_push(sk, ptr) OPENSSL_sk_push(ossl_check_PKCS7_sk_type(sk),
ossl_check_PKCS7_type(ptr))
#define sk_PKCS7_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_PKCS7_sk_type(sk),
ossl_check_PKCS7_type(ptr))
#define sk_PKCS7_pop(sk) ((PKCS7 *)OPENSSL_sk_pop(ossl_check_PKCS7_sk_type(sk)))
#define
 sk_PKCS7_shift(sk) ((PKCS7 *)OPENSSL_sk_shift(ossl_check_PKCS7_sk_type(sk)))
#define sk_PKCS7_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_PKCS7_sk_type(sk),ossl_check_PKCS7_freefunc_type(freefunc))
#define sk_PKCS7_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_PKCS7_sk_type(sk),
ossl_check_PKCS7_type(ptr), (idx))
#define sk_PKCS7_set(sk, idx, ptr) ((PKCS7 *)OPENSSL_sk_set(ossl_check_PKCS7_sk_type(sk), (idx),
ossl_check_PKCS7_type(ptr)))
#define sk_PKCS7_find(sk, ptr) OPENSSL_sk_find(ossl_check_PKCS7_sk_type(sk),
ossl_check_PKCS7_type(ptr))
#define sk_PKCS7_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_PKCS7_sk_type(sk),
ossl_check_PKCS7_type(ptr))
#define sk_PKCS7_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_PKCS7_sk_type(sk),
ossl_check_PKCS7_type(ptr), pnum)
#define sk_PKCS7_sort(sk) OPENSSL_sk_sort(ossl_check_PKCS7_sk_type(sk))
#define sk_PKCS7_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_PKCS7_sk_type(sk))
#define sk_PKCS7_dup(sk) ((STACK_OF(PKCS7)
 *)OPENSSL_sk_dup(ossl_check_const_PKCS7_sk_type(sk)))
#define sk_PKCS7_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(PKCS7)
*)OPENSSL_sk_deep_copy(ossl_check_const_PKCS7_sk_type(sk),
ossl_check_PKCS7_copyfunc_type(copyfunc), ossl_check_PKCS7_freefunc_type(freefunc)))
#define sk_PKCS7_set_cmp_func(sk, cmp)
((sk_PKCS7_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_PKCS7_sk_type(sk),
ossl_check_PKCS7_compfunc_type(cmp)))
```

```
# define PKCS7_OP_SET_DETACHED_SIGNATURE 1
# define PKCS7_OP_GET_DETACHED_SIGNATURE 2

# define PKCS7_get_signed_attributes(si) ((si)->auth_attr)
# define PKCS7_get_attributes(si)        ((si)->unauth_attr)

# define PKCS7_type_is_signed(a) (OBJ_obj2nid((a)->type) == NID_pkcs7_signed)
# define PKCS7_type_is_encrypted(a) (OBJ_obj2nid((a)->type) == NID_pkcs7_encrypted)
# define PKCS7_type_is_enveloped(a) (OBJ_obj2nid((a)->type) == NID_pkcs7_enveloped)
# define PKCS7_type_is_signedAndEnveloped(a) \
            (OBJ_obj2nid((a)->type) == NID_pkcs7_signedAndEnveloped)
#
 define PKCS7_type_is_data(a)   (OBJ_obj2nid((a)->type) == NID_pkcs7_data)
# define PKCS7_type_is_digest(a)   (OBJ_obj2nid((a)->type) == NID_pkcs7_digest)

# define PKCS7_set_detached(p,v) \
            PKCS7_ctrl(p,PKCS7_OP_SET_DETACHED_SIGNATURE,v,NULL)
# define PKCS7_get_detached(p) \
            PKCS7_ctrl(p,PKCS7_OP_GET_DETACHED_SIGNATURE,0,NULL)

# define PKCS7_is_detached(p7) (PKCS7_type_is_signed(p7) && PKCS7_get_detached(p7))

/* S/MIME related flags */

# define PKCS7_TEXT             0x1
# define PKCS7_NOCERTS          0x2
# define PKCS7_NOSIGS           0x4
# define PKCS7_NOCHAIN          0x8
# define PKCS7_NOINTERN         0x10
# define PKCS7_NOVERIFY         0x20
# define PKCS7_DETACHED         0x40
# define PKCS7_BINARY           0x80
# define PKCS7_NOATTR           0x100
# define PKCS7_NOSMIMECAP       0x200
# define PKCS7_NOOLDMIMETYPE    0x400
# define PKCS7_CRLFEOL          0x800
# define PKCS7_STREAM           0x1000
# define PKCS7_NOCRL
     0x2000
# define PKCS7_PARTIAL          0x4000
# define PKCS7_REUSE_DIGEST     0x8000
# define PKCS7_NO_DUAL_CONTENT  0x10000

/* Flags: for compatibility with older code */

# define SMIME_TEXT     PKCS7_TEXT
```

```
# define SMIME_NOCERTS   PKCS7_NOCERTS
# define SMIME_NOSIGS    PKCS7_NOSIGS
# define SMIME_NOCHAIN   PKCS7_NOCHAIN
# define SMIME_NOINTERN  PKCS7_NOINTERN
# define SMIME_NOVERIFY  PKCS7_NOVERIFY
# define SMIME_DETACHED  PKCS7_DETACHED
# define SMIME_BINARY    PKCS7_BINARY
# define SMIME_NOATTR    PKCS7_NOATTR

/* CRLF ASCII canonicalisation */
# define SMIME_ASCIICRLF        0x80000

DECLARE_ASN1_FUNCTIONS(PKCS7_ISSUER_AND_SERIAL)

int PKCS7_ISSUER_AND_SERIAL_digest(PKCS7_ISSUER_AND_SERIAL *data,
                                   const EVP_MD *type, unsigned char *md,
                                   unsigned int *len);
# ifndef OPENSSL_NO_STDIO
PKCS7 *d2i_PKCS7_fp(FILE *fp, PKCS7 **p7);
int i2d_PKCS7_fp(FILE *fp, const PKCS7 *p7);
# endif
DECLARE_ASN1_DUP_FUNCTION(PKCS7)
PKCS7
 *d2i_PKCS7_bio(BIO *bp, PKCS7 **p7);
int i2d_PKCS7_bio(BIO *bp, const PKCS7 *p7);
int i2d_PKCS7_bio_stream(BIO *out, PKCS7 *p7, BIO *in, int flags);
int PEM_write_bio_PKCS7_stream(BIO *out, PKCS7 *p7, BIO *in, int flags);

DECLARE_ASN1_FUNCTIONS(PKCS7_SIGNER_INFO)
DECLARE_ASN1_FUNCTIONS(PKCS7_RECIP_INFO)
DECLARE_ASN1_FUNCTIONS(PKCS7_SIGNED)
DECLARE_ASN1_FUNCTIONS(PKCS7_ENC_CONTENT)
DECLARE_ASN1_FUNCTIONS(PKCS7_ENVELOPE)
DECLARE_ASN1_FUNCTIONS(PKCS7_SIGN_ENVELOPE)
DECLARE_ASN1_FUNCTIONS(PKCS7_DIGEST)
DECLARE_ASN1_FUNCTIONS(PKCS7_ENCRYPT)
DECLARE_ASN1_FUNCTIONS(PKCS7)
PKCS7 *PKCS7_new_ex(OSSL_LIB_CTX *libctx, const char *propq);

DECLARE_ASN1_ITEM(PKCS7_ATTR_SIGN)
DECLARE_ASN1_ITEM(PKCS7_ATTR_VERIFY)

DECLARE_ASN1_NDEF_FUNCTION(PKCS7)
DECLARE_ASN1_PRINT_FUNCTION(PKCS7)

long PKCS7_ctrl(PKCS7 *p7, int cmd, long larg, char *parg);

int PKCS7_type_is_other(PKCS7 *p7);
```

```
int PKCS7_set_type(PKCS7 *p7, int type);
int PKCS7_set0_type_other(PKCS7 *p7, int type, ASN1_TYPE *other);
int
 PKCS7_set_content(PKCS7 *p7, PKCS7 *p7_data);
int PKCS7_SIGNER_INFO_set(PKCS7_SIGNER_INFO *p7i, X509 *x509, EVP_PKEY *pkey,
                  const EVP_MD *dgst);
int PKCS7_SIGNER_INFO_sign(PKCS7_SIGNER_INFO *si);
int PKCS7_add_signer(PKCS7 *p7, PKCS7_SIGNER_INFO *p7i);
int PKCS7_add_certificate(PKCS7 *p7, X509 *x509);
int PKCS7_add_crl(PKCS7 *p7, X509_CRL *x509);
int PKCS7_content_new(PKCS7 *p7, int nid);
int PKCS7_dataVerify(X509_STORE *cert_store, X509_STORE_CTX *ctx,
                BIO *bio, PKCS7 *p7, PKCS7_SIGNER_INFO *si);
int PKCS7_signatureVerify(BIO *bio, PKCS7 *p7, PKCS7_SIGNER_INFO *si,
                  X509 *x509);

BIO *PKCS7_dataInit(PKCS7 *p7, BIO *bio);
int PKCS7_dataFinal(PKCS7 *p7, BIO *bio);
BIO *PKCS7_dataDecode(PKCS7 *p7, EVP_PKEY *pkey, BIO *in_bio, X509 *pcert);

PKCS7_SIGNER_INFO *PKCS7_add_signature(PKCS7 *p7, X509 *x509,
                           EVP_PKEY *pkey, const EVP_MD *dgst);
X509 *PKCS7_cert_from_signer_info(PKCS7 *p7,
 PKCS7_SIGNER_INFO *si);
int PKCS7_set_digest(PKCS7 *p7, const EVP_MD *md);
STACK_OF(PKCS7_SIGNER_INFO) *PKCS7_get_signer_info(PKCS7 *p7);

PKCS7_RECIP_INFO *PKCS7_add_recipient(PKCS7 *p7, X509 *x509);
void PKCS7_SIGNER_INFO_get0_algs(PKCS7_SIGNER_INFO *si, EVP_PKEY **pk,
                         X509_ALGOR **pdig, X509_ALGOR **psig);
void PKCS7_RECIP_INFO_get0_alg(PKCS7_RECIP_INFO *ri, X509_ALGOR **penc);
int PKCS7_add_recipient_info(PKCS7 *p7, PKCS7_RECIP_INFO *ri);
int PKCS7_RECIP_INFO_set(PKCS7_RECIP_INFO *p7i, X509 *x509);
int PKCS7_set_cipher(PKCS7 *p7, const EVP_CIPHER *cipher);
int PKCS7_stream(unsigned char ***boundary, PKCS7 *p7);

PKCS7_ISSUER_AND_SERIAL *PKCS7_get_issuer_and_serial(PKCS7 *p7, int idx);
ASN1_OCTET_STRING *PKCS7_get_octet_string(PKCS7 *p7);
ASN1_OCTET_STRING *PKCS7_digest_from_attributes(STACK_OF(X509_ATTRIBUTE) *sk);
int PKCS7_add_signed_attribute(PKCS7_SIGNER_INFO *p7si, int nid, int type,
                       void *data);
int PKCS7_add_attribute(PKCS7_SIGNER_INFO
 *p7si, int nid, int atrtype,
                 void *value);
ASN1_TYPE *PKCS7_get_attribute(const PKCS7_SIGNER_INFO *si, int nid);
ASN1_TYPE *PKCS7_get_signed_attribute(const PKCS7_SIGNER_INFO *si, int nid);
int PKCS7_set_signed_attributes(PKCS7_SIGNER_INFO *p7si,
                       STACK_OF(X509_ATTRIBUTE) *sk);
```

```
int PKCS7_set_attributes(PKCS7_SIGNER_INFO *p7si,
                         STACK_OF(X509_ATTRIBUTE) *sk);

PKCS7 *PKCS7_sign(X509 *signcert, EVP_PKEY *pkey, STACK_OF(X509) *certs,
                  BIO *data, int flags);
PKCS7 *PKCS7_sign_ex(X509 *signcert, EVP_PKEY *pkey, STACK_OF(X509) *certs,
                     BIO *data, int flags, OSSL_LIB_CTX *libctx,
                     const char *propq);

PKCS7_SIGNER_INFO *PKCS7_sign_add_signer(PKCS7 *p7,
                                         X509 *signcert, EVP_PKEY *pkey,
                                         const EVP_MD *md, int flags);

int PKCS7_final(PKCS7 *p7, BIO *data,
 int flags);
int PKCS7_verify(PKCS7 *p7, STACK_OF(X509) *certs, X509_STORE *store,
                 BIO *indata, BIO *out, int flags);
STACK_OF(X509) *PKCS7_get0_signers(PKCS7 *p7, STACK_OF(X509) *certs,
                                   int flags);
PKCS7 *PKCS7_encrypt(STACK_OF(X509) *certs, BIO *in, const EVP_CIPHER *cipher,
                     int flags);
PKCS7 *PKCS7_encrypt_ex(STACK_OF(X509) *certs, BIO *in,
                        const EVP_CIPHER *cipher, int flags,
                        OSSL_LIB_CTX *libctx, const char *propq);
int PKCS7_decrypt(PKCS7 *p7, EVP_PKEY *pkey, X509 *cert, BIO *data,
                  int flags);

int PKCS7_add_attrib_smimecap(PKCS7_SIGNER_INFO *si,
                              STACK_OF(X509_ALGOR) *cap);
STACK_OF(X509_ALGOR) *PKCS7_get_smimecap(PKCS7_SIGNER_INFO *si);
int PKCS7_simple_smimecap(STACK_OF(X509_ALGOR) *sk, int nid, int arg);

int PKCS7_add_attrib_content_type(PKCS7_SIGNER_INFO *si, ASN1_OBJECT *coid);
int PKCS7_add0_attrib_signing_time(PKCS7_SIGNER_INFO
 *si, ASN1_TIME *t);
int PKCS7_add1_attrib_digest(PKCS7_SIGNER_INFO *si,
                             const unsigned char *md, int mdlen);

int SMIME_write_PKCS7(BIO *bio, PKCS7 *p7, BIO *data, int flags);
PKCS7 *SMIME_read_PKCS7_ex(BIO *bio, BIO **bcont, PKCS7 **p7);
PKCS7 *SMIME_read_PKCS7(BIO *bio, BIO **bcont);

BIO *BIO_new_PKCS7(BIO *out, PKCS7 *p7);

# ifdef  __cplusplus
}
# endif
#endif
```

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ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS
SOFTWARE.
#ifndef SRC_PERMISSION_PERMISSION_H_
#define SRC_PERMISSION_PERMISSION_H_

```
#if defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS

#include "debug_utils.h"
#include "node_options.h"
#include "permission/child_process_permission.h"
#include "permission/fs_permission.h"
#include "permission/inspector_permission.h"
#include "permission/permission_base.h"
#include "permission/wasi_permission.h"
#include "permission/worker_permission.h"
#include "v8.h"

#include <string_view>
#include <unordered_map>

namespace node {

class Environment;

namespace fs {
class FSReqBase;
}

namespace permission {

#define THROW_IF_INSUFFICIENT_PERMISSIONS(env, perm_, resource_, ...)          \
 do {                                                                          \
   if (!env->permission()->is_granted(env, perm_, resource_)) [[unlikely]] {  \
     node::permission::Permission::ThrowAccessDenied(                         \
         (env), perm_, resource_);                                            \
   \
     return __VA_ARGS__;                                                      \
   }                                                                          \
 } while (0)

#define ASYNC_THROW_IF_INSUFFICIENT_PERMISSIONS(                              \
   env, wrap, perm_, resource_, ...)                                          \
 do {                                                                         \
   if (!env->permission()->is_granted(env, perm_, resource_)) [[unlikely]] {  \
     node::permission::Permission::AsyncThrowAccessDenied(                    \
         (env), wrap, perm_, resource_);                                      \
     return __VA_ARGS__;                                                      \
   }                                                                          \
 } while (0)

class Permission {
public:
 Permission();
```

```
 FORCE_INLINE bool is_granted(Environment* env,
                              const PermissionScope permission,
                              const std::string_view& res = "") const {
   if (!enabled_) [[likely]] {
     return true;
   }
   return is_scope_granted(env, permission, res);
 }

 FORCE_INLINE bool enabled() const { return enabled_; }

 static PermissionScope StringToPermission(const std::string& perm);
 static const char* PermissionToString(PermissionScope perm);
 static void ThrowAccessDenied(Environment* env,
                               PermissionScope perm,
                               const std::string_view& res);
 static void AsyncThrowAccessDenied(Environment* env,
                                    fs::FSReqBase* req_wrap,
                                    PermissionScope perm,
                                    const std::string_view& res);

 // CLI Call
 void Apply(Environment* env,
            const std::vector<std::string>& allow,
            PermissionScope scope);
 void EnablePermissions();

 private:
 COLD_NOINLINE bool is_scope_granted(Environment*
 env,
                                     const PermissionScope permission,
                                     const std::string_view& res = "") const {
   auto perm_node = nodes_.find(permission);
   if (perm_node != nodes_.end()) {
     return perm_node->second->is_granted(env, permission, res);
   }
   return false;
 }

 std::unordered_map<PermissionScope, std::shared_ptr<PermissionBase>> nodes_;
 bool enabled_;
 };

 }  // namespace permission

 }  // namespace node
```

#endif // defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS
#endif // SRC_PERMISSION_PERMISSION_H_
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/*
* WARNING: do not edit!
* Generated by util/mkbuildinf.pl
*
* Copyright 2014-2025 The OpenSSL Project Authors. All Rights Reserved.
*
* Licensed under the Apache License 2.0 (the "License"). You may not use
* this file except in compliance with the License. You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/

#define PLATFORM "platform: BSD-x86"
#define DATE "built on: Wed Mar 5 20:59:15 2025 UTC"

/*
* Generate compiler_flags as an array of individual characters. This is a
* workaround for the situation where CFLAGS gets too long for a C90 string
* literal
*/
static const char compiler_flags[] = {
   'c','o','m','p','i','l','e','r',':',' ','.','.','/','c','o','n',
   'f','i','g','/','f','a','k','e','_','g','c','c','.','p','l',' ',
   '-','f','P','I','C',' ','-','p','t','h','r','e','a','d',' ','-',
   'W','a',',','-','-','n','o','e','x','e','c','s','t','a','c','k',
   ' ','-','W','a','l','l',' '
 ','-','O','3',' ','-','f','o','m','i',
   't','-','f','r','a','m','e','-','p','o','i','n','t','e','r',' ',

```
  '-','D','L','_','E','N','D','I','A','N',' ','-','D','O','P','E',
  'N','S','S','L','_','P','I','C',' ','-','D','_','T','H','R','E',
  'A','D','_','S','A','F','E',' ','-','D','_','R','E','E','N','T',
  'R','A','N','T',' ','-','D','O','P','E','N','S','S','L','_','B',
  'U','I','L','D','I','N','G','_','O','P','E','N','S','S','L',' ',
  '-','D','N','D','E','B','U','G','\0'
};
[
 "AGPL-1.0",
 "AGPL-3.0",
 "BSD-2-Clause-FreeBSD",
 "BSD-2-Clause-NetBSD",
 "GFDL-1.1",
 "GFDL-1.2",
 "GFDL-1.3",
 "GPL-1.0",
 "GPL-2.0",
 "GPL-2.0-with-GCC-exception",
 "GPL-2.0-with-autoconf-exception",
 "GPL-2.0-with-bison-exception",
 "GPL-2.0-with-classpath-exception",
 "GPL-2.0-with-font-exception",
 "GPL-3.0",
 "GPL-3.0-with-GCC-exception",
 "GPL-3.0-with-autoconf-exception",
 "LGPL-2.0",
 "LGPL-2.1",
 "LGPL-3.0",
 "Net-SNMP",
 "Nunit",
 "StandardML-NJ",
 "bzip2-1.0.5",
 "eCos-2.0",
 "wxWindows"
]
```

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```
{
 'variables': {
   'openssl_sources': [
     'openssl/ssl/bio_ssl.c',
     'openssl/ssl/d1_lib.c',
     'openssl/ssl/d1_msg.c',
     'openssl/ssl/d1_srtp.c',
     'openssl/ssl/methods.c',
     'openssl/ssl/pqueue.c',
     'openssl/ssl/s3_enc.c',
     'openssl/ssl/s3_lib.c',
     'openssl/ssl/s3_msg.c',
     'openssl/ssl/ssl_asn1.c',
     'openssl/ssl/ssl_cert.c',
     'openssl/ssl/ssl_ciph.c',
     'openssl/ssl/ssl_conf.c',
     'openssl/ssl/ssl_err.c',
     'openssl/ssl/ssl_err_legacy.c',
```

'openssl/ssl/ssl_init.c',
'openssl/ssl/ssl_lib.c',
'openssl/ssl/ssl_mcnf.c',
'openssl/ssl/ssl_rsa.c',
'openssl/ssl/ssl_rsa_legacy.c',
'openssl/ssl/ssl_sess.c',
'openssl/ssl/ssl_stat.c',
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'openssl/ssl/record/ssl3_buffer.c',
'openssl/ssl/record/ssl3_record.c',
'openssl/ssl/record/ssl3_record_tls13.c',
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'openssl/ssl/statem/extensions_clnt.c',
'openssl/ssl/statem/extensions_cust.c',
'openssl/ssl/statem/extensions_srvr.c',
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'openssl/ssl/statem/statem_srvr.c',
'openssl/crypto/aes/aes_cbc.c',
'openssl/crypto/aes/aes_cfb.c',
'openssl/crypto/aes/aes_core.c',
'openssl/crypto/aes/aes_ecb.c',
'openssl/crypto/aes/aes_ige.c',
'openssl/crypto/aes/aes_misc.c',
'openssl/crypto/aes/aes_ofb.c',
'openssl/crypto/aes/aes_wrap.c',
'openssl/crypto/aria/aria.c',
'openssl/crypto/asn1/a_bitstr.c',
'openssl/crypto/asn1/a_d2i_fp.c',
'openssl/crypto/asn1/a_digest.c',
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'openssl/crypto/asn1/a_gentm.c',
'openssl/crypto/asn1/a_i2d_fp.c',
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'openssl/crypto/asn1/a_mbstr.c',
'openssl/crypto/asn1/a_object.c',

'openssl/crypto/asn1/a_octet.c',
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'openssl/crypto/asn1/a_time.c',
'openssl/crypto/asn1/a_type.c',
'openssl/crypto/asn1/a_utctm.c',
'openssl/crypto/asn1/a_utf8.c',
'openssl/crypto/asn1/a_verify.c',
'openssl/crypto/asn1/ameth_lib.c',
'openssl/crypto/asn1/asn1_err.c',
'openssl/crypto/asn1/asn1_gen.c',
'openssl/crypto/asn1/asn1_item_list.c',
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'openssl/crypto/asn1/asn_mime.c',
'openssl/crypto/asn1/asn_moid.c',
'openssl/crypto/asn1/asn_mstbl.c',
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'openssl/crypto/asn1/bio_ndef.c',
'openssl/crypto/asn1/d2i_param.c',
'openssl/crypto/asn1/d2i_pr.c',
'openssl/crypto/asn1/d2i_pu.c',
'openssl/crypto/asn1/evp_asn1.c',
'openssl/crypto/asn1/f_int.c',
'openssl/crypto/asn1/f_string.c',
'openssl/crypto/asn1/i2d_evp.c',
'openssl/crypto/asn1/n_pkey.c',
'openssl/crypto/asn1/nsseq.c',
'openssl/crypto/asn1/p5_pbe.c',
'openssl/crypto/asn1/p5_pbev2.c',
'openssl/crypto/asn1/p5_scrypt.c',
'openssl/crypto/asn1/p8_pkey.c',
'openssl/crypto/asn1/t_bitst.c',
'openssl/crypto/asn1/t_pkey.c',
'openssl/crypto/asn1/t_spki.c',
'openssl/crypto/asn1/tasn_dec.c',
'openssl/crypto/asn1/tasn_enc.c',
'openssl/crypto/asn1/tasn_fre.c',
'openssl/crypto/asn1/tasn_new.c',
'openssl/crypto/asn1/tasn_prn.c',
'openssl/crypto/asn1/tasn_scn.c',
'openssl/crypto/asn1/tasn_typ.c',
'openssl/crypto/asn1/tasn_utl.c',
'openssl/crypto/asn1/x_algor.c',
'openssl/crypto/asn1/x_bignum.c',

'openssl/crypto/asn1/x_info.c',
'openssl/crypto/asn1/x_int64.c',
'openssl/crypto/asn1/x_long.c',
'openssl/crypto/asn1/x_pkey.c',
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'openssl/crypto/asn1/x_spki.c',
'openssl/crypto/asn1/x_val.c',
'openssl/crypto/async/arch/async_null.c',
'openssl/crypto/async/arch/async_posix.c',
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'openssl/crypto/async/async.c',
'openssl/crypto/async/async_err.c',
'openssl/crypto/async/async_wait.c',
'openssl/crypto/bf/bf_cfb64.c',
'openssl/crypto/bf/bf_ecb.c',
'openssl/crypto/bf/bf_enc.c',
'openssl/crypto/bf/bf_ofb64.c',
'openssl/crypto/bf/bf_skey.c',
'openssl/crypto/bio/bf_buff.c',
'openssl/crypto/bio/bf_lbuf.c',
'openssl/crypto/bio/bf_nbio.c',
'openssl/crypto/bio/bf_null.c',
'openssl/crypto/bio/bf_prefix.c',
'openssl/crypto/bio/bf_readbuff.c',
'openssl/crypto/bio/bio_addr.c',
'openssl/crypto/bio/bio_cb.c',
'openssl/crypto/bio/bio_dump.c',
'openssl/crypto/bio/bio_err.c',
'openssl/crypto/bio/bio_lib.c',
'openssl/crypto/bio/bio_meth.c',
'openssl/crypto/bio/bio_print.c',
'openssl/crypto/bio/bio_sock.c',
'openssl/crypto/bio/bio_sock2.c',
'openssl/crypto/bio/bss_acpt.c',
'openssl/crypto/bio/bss_bio.c',
'openssl/crypto/bio/bss_conn.c',
'openssl/crypto/bio/bss_core.c',
'openssl/crypto/bio/bss_dgram.c',
'openssl/crypto/bio/bss_fd.c',
'openssl/crypto/bio/bss_file.c',
'openssl/crypto/bio/bss_log.c',
'openssl/crypto/bio/bss_mem.c',
'openssl/crypto/bio/bss_null.c',
'openssl/crypto/bio/bss_sock.c',
'openssl/crypto/bio/ossl_core_bio.c',

'openssl/crypto/bn/bn_add.c',
'openssl/crypto/bn/bn_asm.c',

'openssl/crypto/bn/bn_blind.c',
'openssl/crypto/bn/bn_const.c',
'openssl/crypto/bn/bn_conv.c',
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  'openssl/providers/prov_running.c',
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  './config/archs/BSD-x86_64/no-asm/providers/common/der/der_digests_gen.c',
  './config/archs/BSD-x86_64/no-asm/providers/common/der/der_dsa_gen.c',
  './config/archs/BSD-x86_64/no-asm/providers/common/der/der_ec_gen.c',
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  './config/archs/BSD-x86_64/no-asm/providers/common/der/der_rsa_gen.c',
  './config/archs/BSD-x86_64/no-asm/providers/common/der/der_wrap_gen.c',
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],
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  'include_dirs': ['./include', '.'],
  'defines': ['<@(openssl_defines_BSD-x86_64)'],
 },
}
/*
* WARNING: do not edit!
* Generated by Makefile from providers/common/include/prov/der_wrap.h.in
*
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*/

#include "internal/der.h"

/* Well known OIDs precompiled */

/*
* id-alg-CMS3DESwrap OBJECT IDENTIFIER ::= {
*     iso(1) member-body(2) us(840) rsadsi(113549) pkcs(1) pkcs-9(9) smime(16) alg(3) 6
* }
*/
#define DER_OID_V_id_alg_CMS3DESwrap DER_P_OBJECT, 11, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01,
0x09, 0x10, 0x03, 0x06
#define DER_OID_SZ_id_alg_CMS3DESwrap 13
```

```
extern const unsigned char ossl_der_oid_id_alg_CMS3DESwrap[DER_OID_SZ_id_alg_CMS3DESwrap];

/*
* id-aes128-wrap OBJECT IDENTIFIER ::= { aes 5 }
*/
#define DER_OID_V_id_aes128_wrap DER_P_OBJECT,
 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x01, 0x05
#define DER_OID_SZ_id_aes128_wrap 11
extern const unsigned char ossl_der_oid_id_aes128_wrap[DER_OID_SZ_id_aes128_wrap];

/*
* id-aes192-wrap OBJECT IDENTIFIER ::= { aes 25 }
*/
#define DER_OID_V_id_aes192_wrap DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x01, 0x19
#define DER_OID_SZ_id_aes192_wrap 11
extern const unsigned char ossl_der_oid_id_aes192_wrap[DER_OID_SZ_id_aes192_wrap];

/*
* id-aes256-wrap OBJECT IDENTIFIER ::= { aes 45 }
*/
#define DER_OID_V_id_aes256_wrap DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x01,
0x2D
#define DER_OID_SZ_id_aes256_wrap 11
extern const unsigned char ossl_der_oid_id_aes256_wrap[DER_OID_SZ_id_aes256_wrap];
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 OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT,
TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE
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  './config/archs/BSD-x86/asm_avx2/crypto/bf/bf-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/bn/bn-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/bn/co-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/bn/x86-gf2m.S',
  './config/archs/BSD-x86/asm_avx2/crypto/bn/x86-mont.S',
  './config/archs/BSD-x86/asm_avx2/crypto/camellia/cmll-x86.S',
  './config/archs/BSD-x86/asm_avx2/crypto/chacha/chacha-x86.S',
  './config/archs/BSD-x86/asm_avx2/crypto/des/crypt586.S',
```

```
    './config/archs/BSD-x86/asm_avx2/crypto/des/des-586.S',
    './config/archs/BSD-x86/asm_avx2/crypto/ec/ecp_nistz256-x86.S',
    './config/archs/BSD-x86/asm_avx2/crypto/x86cpuid.S',
    './config/archs/BSD-x86/asm_avx2/crypto/md5/md5-586.S',
    './config/archs/BSD-x86/asm_avx2/crypto/modes/ghash-x86.S',
     './config/archs/BSD-x86/asm_avx2/crypto/poly1305/poly1305-x86.S',
    './config/archs/BSD-x86/asm_avx2/crypto/rc4/rc4-586.S',
    './config/archs/BSD-x86/asm_avx2/crypto/ripemd/rmd-586.S',
    './config/archs/BSD-x86/asm_avx2/crypto/sha/sha1-586.S',
    './config/archs/BSD-x86/asm_avx2/crypto/sha/sha256-586.S',
    './config/archs/BSD-x86/asm_avx2/crypto/sha/sha512-586.S',
    './config/archs/BSD-x86/asm_avx2/crypto/whrlpool/wp-mmx.S',
    './config/archs/BSD-x86/asm_avx2/engines/e_padlock-x86.S',
    './config/archs/BSD-x86/asm_avx2/providers/common/der/der_sm2_gen.c',
    './config/archs/BSD-x86/asm_avx2/providers/common/der/der_digests_gen.c',
    './config/archs/BSD-x86/asm_avx2/providers/common/der/der_dsa_gen.c',
    './config/archs/BSD-x86/asm_avx2/providers/common/der/der_ec_gen.c',
    './config/archs/BSD-x86/asm_avx2/providers/common/der/der_ecx_gen.c',
    './config/archs/BSD-x86/asm_avx2/providers/common/der/der_rsa_gen.c',

'./config/archs/BSD-x86/asm_avx2/providers/common/der/der_wrap_gen.c',
    './config/archs/BSD-x86/asm_avx2/providers/legacy.ld',
    './config/archs/BSD-x86/asm_avx2/providers/fips.ld',
  ],
  'openssl_defines_BSD-x86': [
    'NDEBUG',
    'L_ENDIAN',
    'OPENSSL_BUILDING_OPENSSL',
    'AES_ASM',
    'CMLL_ASM',
    'DES_ASM',
    'ECP_NISTZ256_ASM',
    'GHASH_ASM',
    'MD5_ASM',
    'OPENSSL_BN_ASM_GF2m',
    'OPENSSL_BN_ASM_MONT',
    'OPENSSL_BN_ASM_PART_WORDS',
    'OPENSSL_CPUID_OBJ',
    'OPENSSL_IA32_SSE2',
    'PADLOCK_ASM',
    'POLY1305_ASM',
    'RC4_ASM',
    'RMD160_ASM',
    'SHA1_ASM',
    'SHA256_ASM',
    'SHA512_ASM',
    'VPAES_ASM',
    'WHIRLPOOL_ASM',
```

```
    'OPENSSL_PIC',
  ],
  'openssl_cflags_BSD-x86': [
    '-Wa,--noexecstack',
    '-Wall -O3 -fomit-frame-pointer',
    '-pthread',
    '-Wall -O3 -fomit-frame-pointer',
  ],
  'openssl_ex_libs_BSD-x86': [
    '-pthread',
  ],
 },
 'include_dirs':
 [
  '.',
  './include',
  './crypto',
  './crypto/include/internal',
  './providers/common/include',
 ],
 'defines': ['<@(openssl_defines_BSD-x86)'],
 'cflags' : ['<@(openssl_cflags_BSD-x86)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86)'],
 'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86)'],
 'direct_dependent_settings': {
  'include_dirs': ['./include', '.'],
  'defines': ['<@(openssl_defines_BSD-x86)'],
 },
}
```

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/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/ess.h.in
*
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* https://www.openssl.org/source/license.html
*/



#ifndef OPENSSL_ESS_H
# define OPENSSL_ESS_H
# pragma once

# include <openssl/opensslconf.h>

# include <openssl/safestack.h>
# include <openssl/x509.h>
# include <openssl/esserr.h>

# ifdef  __cplusplus
extern "C" {
# endif



typedef struct ESS_issuer_serial ESS_ISSUER_SERIAL;
typedef struct ESS_cert_id ESS_CERT_ID;
typedef struct ESS_signing_cert ESS_SIGNING_CERT;

SKM_DEFINE_STACK_OF_INTERNAL(ESS_CERT_ID, ESS_CERT_ID, ESS_CERT_ID)
#define sk_ESS_CERT_ID_num(sk) OPENSSL_sk_num(ossl_check_const_ESS_CERT_ID_sk_type(sk))
#define sk_ESS_CERT_ID_value(sk, idx) ((ESS_CERT_ID
 *)OPENSSL_sk_value(ossl_check_const_ESS_CERT_ID_sk_type(sk), (idx)))
#define sk_ESS_CERT_ID_new(cmp) ((STACK_OF(ESS_CERT_ID)
*)OPENSSL_sk_new(ossl_check_ESS_CERT_ID_compfunc_type(cmp)))
#define sk_ESS_CERT_ID_new_null() ((STACK_OF(ESS_CERT_ID) *)OPENSSL_sk_new_null())
#define sk_ESS_CERT_ID_new_reserve(cmp, n) ((STACK_OF(ESS_CERT_ID)
*)OPENSSL_sk_new_reserve(ossl_check_ESS_CERT_ID_compfunc_type(cmp), (n)))
```

```
#define sk_ESS_CERT_ID_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_ESS_CERT_ID_sk_type(sk), (n))
#define sk_ESS_CERT_ID_free(sk) OPENSSL_sk_free(ossl_check_ESS_CERT_ID_sk_type(sk))
#define sk_ESS_CERT_ID_zero(sk) OPENSSL_sk_zero(ossl_check_ESS_CERT_ID_sk_type(sk))
#define sk_ESS_CERT_ID_delete(sk, i) ((ESS_CERT_ID
*)OPENSSL_sk_delete(ossl_check_ESS_CERT_ID_sk_type(sk), (i)))
#define sk_ESS_CERT_ID_delete_ptr(sk, ptr) ((ESS_CERT_ID
*)OPENSSL_sk_delete_ptr(ossl_check_ESS_CERT_ID_sk_type(sk), ossl_check_ESS_CERT_ID_type(ptr)))
#define sk_ESS_CERT_ID_push(sk, ptr) OPENSSL_sk_push(ossl_check_ESS_CERT_ID_sk_type(sk),
 ossl_check_ESS_CERT_ID_type(ptr))
#define sk_ESS_CERT_ID_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_ESS_CERT_ID_sk_type(sk),
ossl_check_ESS_CERT_ID_type(ptr))
#define sk_ESS_CERT_ID_pop(sk) ((ESS_CERT_ID
*)OPENSSL_sk_pop(ossl_check_ESS_CERT_ID_sk_type(sk)))
#define sk_ESS_CERT_ID_shift(sk) ((ESS_CERT_ID
*)OPENSSL_sk_shift(ossl_check_ESS_CERT_ID_sk_type(sk)))
#define sk_ESS_CERT_ID_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ESS_CERT_ID_sk_type(sk),ossl_check_ESS_CERT_ID_freefunc_type(freefu
nc))
#define sk_ESS_CERT_ID_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_ESS_CERT_ID_sk_type(sk),
ossl_check_ESS_CERT_ID_type(ptr), (idx))
#define sk_ESS_CERT_ID_set(sk, idx, ptr) ((ESS_CERT_ID
*)OPENSSL_sk_set(ossl_check_ESS_CERT_ID_sk_type(sk), (idx), ossl_check_ESS_CERT_ID_type(ptr)))
#define sk_ESS_CERT_ID_find(sk, ptr) OPENSSL_sk_find(ossl_check_ESS_CERT_ID_sk_type(sk),
ossl_check_ESS_CERT_ID_type(ptr))
#define sk_ESS_CERT_ID_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_ESS_CERT_ID_sk_type(sk),
 ossl_check_ESS_CERT_ID_type(ptr))
#define sk_ESS_CERT_ID_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ESS_CERT_ID_sk_type(sk), ossl_check_ESS_CERT_ID_type(ptr), pnum)
#define sk_ESS_CERT_ID_sort(sk) OPENSSL_sk_sort(ossl_check_ESS_CERT_ID_sk_type(sk))
#define sk_ESS_CERT_ID_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_ESS_CERT_ID_sk_type(sk))
#define sk_ESS_CERT_ID_dup(sk) ((STACK_OF(ESS_CERT_ID)
*)OPENSSL_sk_dup(ossl_check_const_ESS_CERT_ID_sk_type(sk)))
#define sk_ESS_CERT_ID_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ESS_CERT_ID)
*)OPENSSL_sk_deep_copy(ossl_check_const_ESS_CERT_ID_sk_type(sk),
ossl_check_ESS_CERT_ID_copyfunc_type(copyfunc), ossl_check_ESS_CERT_ID_freefunc_type(freefunc)))
#define sk_ESS_CERT_ID_set_cmp_func(sk, cmp)
((sk_ESS_CERT_ID_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ESS_CERT_ID_sk_type(sk),
ossl_check_ESS_CERT_ID_compfunc_type(cmp)))



typedef struct ESS_signing_cert_v2_st ESS_SIGNING_CERT_V2;
typedef
 struct ESS_cert_id_v2_st ESS_CERT_ID_V2;

SKM_DEFINE_STACK_OF_INTERNAL(ESS_CERT_ID_V2, ESS_CERT_ID_V2, ESS_CERT_ID_V2)
#define sk_ESS_CERT_ID_V2_num(sk) OPENSSL_sk_num(ossl_check_const_ESS_CERT_ID_V2_sk_type(sk))
#define sk_ESS_CERT_ID_V2_value(sk, idx) ((ESS_CERT_ID_V2
```

*)OPENSSL_sk_value(ossl_check_const_ESS_CERT_ID_V2_sk_type(sk), (idx)))
#define sk_ESS_CERT_ID_V2_new(cmp) ((STACK_OF(ESS_CERT_ID_V2)
*)OPENSSL_sk_new(ossl_check_ESS_CERT_ID_V2_compfunc_type(cmp)))
#define sk_ESS_CERT_ID_V2_new_null() ((STACK_OF(ESS_CERT_ID_V2) *)OPENSSL_sk_new_null())
#define sk_ESS_CERT_ID_V2_new_reserve(cmp, n) ((STACK_OF(ESS_CERT_ID_V2)
*)OPENSSL_sk_new_reserve(ossl_check_ESS_CERT_ID_V2_compfunc_type(cmp), (n)))
#define sk_ESS_CERT_ID_V2_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_ESS_CERT_ID_V2_sk_type(sk), (n))
#define sk_ESS_CERT_ID_V2_free(sk) OPENSSL_sk_free(ossl_check_ESS_CERT_ID_V2_sk_type(sk))
#define sk_ESS_CERT_ID_V2_zero(sk) OPENSSL_sk_zero(ossl_check_ESS_CERT_ID_V2_sk_type(sk))
#define
sk_ESS_CERT_ID_V2_delete(sk, i) ((ESS_CERT_ID_V2
*)OPENSSL_sk_delete(ossl_check_ESS_CERT_ID_V2_sk_type(sk), (i)))
#define sk_ESS_CERT_ID_V2_delete_ptr(sk, ptr) ((ESS_CERT_ID_V2
*)OPENSSL_sk_delete_ptr(ossl_check_ESS_CERT_ID_V2_sk_type(sk),
ossl_check_ESS_CERT_ID_V2_type(ptr)))
#define sk_ESS_CERT_ID_V2_push(sk, ptr) OPENSSL_sk_push(ossl_check_ESS_CERT_ID_V2_sk_type(sk), ossl_check_ESS_CERT_ID_V2_type(ptr))
#define sk_ESS_CERT_ID_V2_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_ESS_CERT_ID_V2_sk_type(sk), ossl_check_ESS_CERT_ID_V2_type(ptr))
#define sk_ESS_CERT_ID_V2_pop(sk) ((ESS_CERT_ID_V2
*)OPENSSL_sk_pop(ossl_check_ESS_CERT_ID_V2_sk_type(sk)))
#define sk_ESS_CERT_ID_V2_shift(sk) ((ESS_CERT_ID_V2
*)OPENSSL_sk_shift(ossl_check_ESS_CERT_ID_V2_sk_type(sk)))
#define sk_ESS_CERT_ID_V2_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ESS_CERT_ID_V2_sk_type(sk),ossl_check_ESS_CERT_ID_V2_freefunc_type(freefunc))
#define sk_ESS_CERT_ID_V2_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_ESS_CERT_ID_V2_sk_type(sk),
ossl_check_ESS_CERT_ID_V2_type(ptr), (idx))
#define sk_ESS_CERT_ID_V2_set(sk, idx, ptr) ((ESS_CERT_ID_V2
*)OPENSSL_sk_set(ossl_check_ESS_CERT_ID_V2_sk_type(sk), (idx),
ossl_check_ESS_CERT_ID_V2_type(ptr)))
#define sk_ESS_CERT_ID_V2_find(sk, ptr) OPENSSL_sk_find(ossl_check_ESS_CERT_ID_V2_sk_type(sk), ossl_check_ESS_CERT_ID_V2_type(ptr))
#define sk_ESS_CERT_ID_V2_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_ESS_CERT_ID_V2_sk_type(sk), ossl_check_ESS_CERT_ID_V2_type(ptr))
#define sk_ESS_CERT_ID_V2_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ESS_CERT_ID_V2_sk_type(sk), ossl_check_ESS_CERT_ID_V2_type(ptr), pnum)
#define sk_ESS_CERT_ID_V2_sort(sk) OPENSSL_sk_sort(ossl_check_ESS_CERT_ID_V2_sk_type(sk))
#define sk_ESS_CERT_ID_V2_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_ESS_CERT_ID_V2_sk_type(sk))
#define sk_ESS_CERT_ID_V2_dup(sk) ((STACK_OF(ESS_CERT_ID_V2)
*)OPENSSL_sk_dup(ossl_check_const_ESS_CERT_ID_V2_sk_type(sk)))
#define
sk_ESS_CERT_ID_V2_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ESS_CERT_ID_V2)
*)OPENSSL_sk_deep_copy(ossl_check_const_ESS_CERT_ID_V2_sk_type(sk),

```
ossl_check_ESS_CERT_ID_V2_copyfunc_type(copyfunc),
ossl_check_ESS_CERT_ID_V2_freefunc_type(freefunc)))
#define sk_ESS_CERT_ID_V2_set_cmp_func(sk, cmp)
((sk_ESS_CERT_ID_V2_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ESS_CERT_ID_V2_sk_type(sk),
ossl_check_ESS_CERT_ID_V2_compfunc_type(cmp)))


DECLARE_ASN1_ALLOC_FUNCTIONS(ESS_ISSUER_SERIAL)
DECLARE_ASN1_ENCODE_FUNCTIONS_only(ESS_ISSUER_SERIAL, ESS_ISSUER_SERIAL)
DECLARE_ASN1_DUP_FUNCTION(ESS_ISSUER_SERIAL)

DECLARE_ASN1_ALLOC_FUNCTIONS(ESS_CERT_ID)
DECLARE_ASN1_ENCODE_FUNCTIONS_only(ESS_CERT_ID, ESS_CERT_ID)
DECLARE_ASN1_DUP_FUNCTION(ESS_CERT_ID)

DECLARE_ASN1_FUNCTIONS(ESS_SIGNING_CERT)
DECLARE_ASN1_DUP_FUNCTION(ESS_SIGNING_CERT)

DECLARE_ASN1_ALLOC_FUNCTIONS(ESS_CERT_ID_V2)
DECLARE_ASN1_ENCODE_FUNCTIONS_only(ESS_CERT_ID_V2, ESS_CERT_ID_V2)
DECLARE_ASN1_DUP_FUNCTION(ESS_CERT_ID_V2)

DECLARE_ASN1_FUNCTIONS(ESS_SIGNING_CERT_V2)
DECLARE_ASN1_DUP_FUNCTION(ESS_SIGNING_CERT_V2)

ESS_SIGNING_CERT
 *OSSL_ESS_signing_cert_new_init(const X509 *signcert,
                                const STACK_OF(X509) *certs,
                                int set_issuer_serial);
ESS_SIGNING_CERT_V2 *OSSL_ESS_signing_cert_v2_new_init(const EVP_MD *hash_alg,
                                    const X509 *signcert,
                                    const
                                    STACK_OF(X509) *certs,
                                    int set_issuer_serial);
int OSSL_ESS_check_signing_certs(const ESS_SIGNING_CERT *ss,
                        const ESS_SIGNING_CERT_V2 *ssv2,
                        const STACK_OF(X509) *chain,
                        int require_signing_cert);

# ifdef  __cplusplus
}
# endif
#endif
ISC
{
 'variables': {
   'openssl_sources': [
     'openssl/ssl/bio_ssl.c',
```

'openssl/ssl/d1_lib.c',
'openssl/ssl/d1_msg.c',
'openssl/ssl/d1_srtp.c',
'openssl/ssl/methods.c',
'openssl/ssl/pqueue.c',
'openssl/ssl/s3_enc.c',
'openssl/ssl/s3_lib.c',
'openssl/ssl/s3_msg.c',
'openssl/ssl/ssl_asn1.c',
'openssl/ssl/ssl_cert.c',
'openssl/ssl/ssl_ciph.c',
'openssl/ssl/ssl_conf.c',
'openssl/ssl/ssl_err.c',
'openssl/ssl/ssl_err_legacy.c',
'openssl/ssl/ssl_init.c',
'openssl/ssl/ssl_lib.c',
'openssl/ssl/ssl_mcnf.c',
'openssl/ssl/ssl_rsa.c',
'openssl/ssl/ssl_rsa_legacy.c',
'openssl/ssl/ssl_sess.c',
'openssl/ssl/ssl_stat.c',
'openssl/ssl/ssl_txt.c',
'openssl/ssl/ssl_utst.c',
'openssl/ssl/t1_enc.c',
'openssl/ssl/t1_lib.c',
'openssl/ssl/t1_trce.c',
'openssl/ssl/tls13_enc.c',
'openssl/ssl/tls_depr.c',
'openssl/ssl/tls_srp.c',
'openssl/ssl/record/dtls1_bitmap.c',
'openssl/ssl/record/rec_layer_d1.c',
'openssl/ssl/record/rec_layer_s3.c',
'openssl/ssl/record/ssl3_buffer.c',
'openssl/ssl/record/ssl3_record.c',
'openssl/ssl/record/ssl3_record_tls13.c',
'openssl/ssl/statem/extensions.c',
'openssl/ssl/statem/extensions_clnt.c',
'openssl/ssl/statem/extensions_cust.c',
'openssl/ssl/statem/extensions_srvr.c',
'openssl/ssl/statem/statem.c',
'openssl/ssl/statem/statem_clnt.c',
'openssl/ssl/statem/statem_dtls.c',
'openssl/ssl/statem/statem_lib.c',
'openssl/ssl/statem/statem_srvr.c',
'openssl/crypto/aes/aes_cfb.c',
'openssl/crypto/aes/aes_ecb.c',
'openssl/crypto/aes/aes_ige.c',
'openssl/crypto/aes/aes_misc.c',

'openssl/crypto/aes/aes_ofb.c',
'openssl/crypto/aes/aes_wrap.c',
'openssl/crypto/aria/aria.c',
'openssl/crypto/asn1/a_bitstr.c',
'openssl/crypto/asn1/a_d2i_fp.c',
'openssl/crypto/asn1/a_digest.c',
'openssl/crypto/asn1/a_dup.c',
'openssl/crypto/asn1/a_gentm.c',
'openssl/crypto/asn1/a_i2d_fp.c',
'openssl/crypto/asn1/a_int.c',
'openssl/crypto/asn1/a_mbstr.c',
'openssl/crypto/asn1/a_object.c',
'openssl/crypto/asn1/a_octet.c',
'openssl/crypto/asn1/a_print.c',
'openssl/crypto/asn1/a_sign.c',
'openssl/crypto/asn1/a_strex.c',
'openssl/crypto/asn1/a_strnid.c',
'openssl/crypto/asn1/a_time.c',
'openssl/crypto/asn1/a_type.c',
'openssl/crypto/asn1/a_utctm.c',
'openssl/crypto/asn1/a_utf8.c',
'openssl/crypto/asn1/a_verify.c',
'openssl/crypto/asn1/ameth_lib.c',
'openssl/crypto/asn1/asn1_err.c',
'openssl/crypto/asn1/asn1_gen.c',
'openssl/crypto/asn1/asn1_item_list.c',
'openssl/crypto/asn1/asn1_lib.c',
'openssl/crypto/asn1/asn1_parse.c',
'openssl/crypto/asn1/asn_mime.c',
'openssl/crypto/asn1/asn_moid.c',
'openssl/crypto/asn1/asn_mstbl.c',
'openssl/crypto/asn1/asn_pack.c',
'openssl/crypto/asn1/bio_asn1.c',
'openssl/crypto/asn1/bio_ndef.c',
'openssl/crypto/asn1/d2i_param.c',
'openssl/crypto/asn1/d2i_pr.c',
'openssl/crypto/asn1/d2i_pu.c',
'openssl/crypto/asn1/evp_asn1.c',
'openssl/crypto/asn1/f_int.c',
'openssl/crypto/asn1/f_string.c',
'openssl/crypto/asn1/i2d_evp.c',
'openssl/crypto/asn1/n_pkey.c',
'openssl/crypto/asn1/nsseq.c',
'openssl/crypto/asn1/p5_pbe.c',
'openssl/crypto/asn1/p5_pbev2.c',
'openssl/crypto/asn1/p5_scrypt.c',
'openssl/crypto/asn1/p8_pkey.c',
'openssl/crypto/asn1/t_bitst.c',

'openssl/crypto/asn1/t_pkey.c',
'openssl/crypto/asn1/t_spki.c',
'openssl/crypto/asn1/tasn_dec.c',
'openssl/crypto/asn1/tasn_enc.c',
'openssl/crypto/asn1/tasn_fre.c',
'openssl/crypto/asn1/tasn_new.c',
'openssl/crypto/asn1/tasn_prn.c',
'openssl/crypto/asn1/tasn_scn.c',
'openssl/crypto/asn1/tasn_typ.c',
'openssl/crypto/asn1/tasn_utl.c',
'openssl/crypto/asn1/x_algor.c',
'openssl/crypto/asn1/x_bignum.c',
'openssl/crypto/asn1/x_info.c',
'openssl/crypto/asn1/x_int64.c',
'openssl/crypto/asn1/x_long.c',
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'openssl/crypto/asn1/x_sig.c',
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  'openssl/providers/implementations/digests/wp_prov.c',
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  './config/archs/BSD-x86/asm/crypto/aes/vpaes-x86.S',
  './config/archs/BSD-x86/asm/crypto/bf/bf-586.S',
  './config/archs/BSD-x86/asm/crypto/bn/bn-586.S',
  './config/archs/BSD-x86/asm/crypto/bn/co-586.S',
  './config/archs/BSD-x86/asm/crypto/bn/x86-gf2m.S',
  './config/archs/BSD-x86/asm/crypto/bn/x86-mont.S',
  './config/archs/BSD-x86/asm/crypto/camellia/cmll-x86.S',
  './config/archs/BSD-x86/asm/crypto/chacha/chacha-x86.S',
  './config/archs/BSD-x86/asm/crypto/des/crypt586.S',
  './config/archs/BSD-x86/asm/crypto/des/des-586.S',
  './config/archs/BSD-x86/asm/crypto/ec/ecp_nistz256-x86.S',
  './config/archs/BSD-x86/asm/crypto/x86cpuid.S',
  './config/archs/BSD-x86/asm/crypto/md5/md5-586.S',
  './config/archs/BSD-x86/asm/crypto/modes/ghash-x86.S',
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  './config/archs/BSD-x86/asm/crypto/ripemd/rmd-586.S',
  './config/archs/BSD-x86/asm/crypto/sha/sha1-586.S',
  './config/archs/BSD-x86/asm/crypto/sha/sha256-586.S',
  './config/archs/BSD-x86/asm/crypto/sha/sha512-586.S',
  './config/archs/BSD-x86/asm/crypto/whrlpool/wp-mmx.S',
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  './config/archs/BSD-x86/asm/providers/common/der/der_sm2_gen.c',
  './config/archs/BSD-x86/asm/providers/common/der/der_digests_gen.c',
  './config/archs/BSD-x86/asm/providers/common/der/der_dsa_gen.c',
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  'GHASH_ASM',
  'MD5_ASM',
  'OPENSSL_BN_ASM_GF2m',
  'OPENSSL_BN_ASM_MONT',
  'OPENSSL_BN_ASM_PART_WORDS',
  'OPENSSL_CPUID_OBJ',
  'OPENSSL_IA32_SSE2',
  'PADLOCK_ASM',
  'POLY1305_ASM',
  'RC4_ASM',
  'RMD160_ASM',
  'SHA1_ASM',
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  'WHIRLPOOL_ASM',
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  './config/archs/BSD-x86_64/asm/crypto/bn/x86_64-mont5.s',
  './config/archs/BSD-x86_64/asm/crypto/camellia/cmll-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/chacha/chacha-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/ec/ecp_nistz256-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/ec/x25519-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/x86_64cpuid.s',
  './config/archs/BSD-x86_64/asm/crypto/md5/md5-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/modes/aesni-gcm-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/modes/ghash-x86_64.s',
```

```
  './config/archs/BSD-x86_64/asm/crypto/poly1305/poly1305-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/rc4/rc4-md5-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/rc4/rc4-x86_64.s',
   './config/archs/BSD-x86_64/asm/crypto/sha/keccak1600-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/sha/sha1-mb-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/sha/sha1-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/sha/sha256-mb-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/sha/sha256-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/sha/sha512-x86_64.s',
  './config/archs/BSD-x86_64/asm/crypto/whrlpool/wp-x86_64.s',
  './config/archs/BSD-x86_64/asm/engines/e_padlock-x86_64.s',
  './config/archs/BSD-x86_64/asm/providers/common/der/der_sm2_gen.c',
  './config/archs/BSD-x86_64/asm/providers/common/der/der_digests_gen.c',
  './config/archs/BSD-x86_64/asm/providers/common/der/der_dsa_gen.c',
  './config/archs/BSD-x86_64/asm/providers/common/der/der_ec_gen.c',
  './config/archs/BSD-x86_64/asm/providers/common/der/der_ecx_gen.c',
  './config/archs/BSD-x86_64/asm/providers/common/der/der_rsa_gen.c',
   './config/archs/BSD-x86_64/asm/providers/common/der/der_wrap_gen.c',
  './config/archs/BSD-x86_64/asm/providers/legacy.ld',
  './config/archs/BSD-x86_64/asm/providers/fips.ld',

],
'openssl_defines_BSD-x86_64': [
  'NDEBUG',
  'L_ENDIAN',
  'OPENSSL_BUILDING_OPENSSL',
  'AES_ASM',
  'BSAES_ASM',
  'ECP_NISTZ256_ASM',
  'FIPS_MODULE',
  'GHASH_ASM',
  'KECCAK1600_ASM',
  'OPENSSL_BN_ASM_GF2m',
  'OPENSSL_BN_ASM_MONT',
  'OPENSSL_BN_ASM_MONT5',
  'OPENSSL_CPUID_OBJ',
  'OPENSSL_IA32_SSE2',
  'SHA1_ASM',
  'SHA256_ASM',
  'SHA512_ASM',
  'VPAES_ASM',
  'X25519_ASM',
  'FIPS_MODULE',
],
'openssl_cflags_BSD-x86_64': [
  '-Wa,--noexecstack',
  '-Wall -O3',
  '-pthread',
```

```
    '-Wall -O3',
  ],
  'openssl_ex_libs_BSD-x86_64': [
    '-pthread',
  ],
  'linker_script': ''
 },
 'include_dirs': [
  '.',
  './include',
  './crypto',
   './crypto/include/internal',
  './providers/common/include',
 ],
 'defines': ['<@(openssl_defines_BSD-x86_64)'],
 'cflags': ['<@(openssl_cflags_BSD-x86_64)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86_64)'],

 'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86_64)'],
 'direct_dependent_settings': {
  'include_dirs': ['./include', '.'],
  'defines': ['<@(openssl_defines_BSD-x86_64)'],
 },
}
```

version 1.2.12, March 27th, 2022

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/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/x509.h.in
*
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* https://www.openssl.org/source/license.html
*/

#ifndef OPENSSL_X509_H
define OPENSSL_X509_H
pragma once

include <openssl/macros.h>
ifndef OPENSSL_NO_DEPRECATED_3_0
define HEADER_X509_H
endif

include <openssl/e_os2.h>
include <openssl/types.h>
include <openssl/symhacks.h>
include <openssl/buffer.h>

```
# include <openssl/evp.h>
# include <openssl/bio.h>
# include <openssl/asn1.h>
# include <openssl/safestack.h>
# include <openssl/ec.h>

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  include <openssl/rsa.h>
#  include <openssl/dsa.h>
#
 include <openssl/dh.h>
# endif

# include <openssl/sha.h>
# include <openssl/x509err.h>

#ifdef  __cplusplus
extern "C" {
#endif

/* Needed stacks for types defined in other headers */
SKM_DEFINE_STACK_OF_INTERNAL(X509_NAME, X509_NAME, X509_NAME)
#define sk_X509_NAME_num(sk) OPENSSL_sk_num(ossl_check_const_X509_NAME_sk_type(sk))
#define sk_X509_NAME_value(sk, idx) ((X509_NAME
*)OPENSSL_sk_value(ossl_check_const_X509_NAME_sk_type(sk), (idx)))
#define sk_X509_NAME_new(cmp) ((STACK_OF(X509_NAME)
*)OPENSSL_sk_new(ossl_check_X509_NAME_compfunc_type(cmp)))
#define sk_X509_NAME_new_null() ((STACK_OF(X509_NAME) *)OPENSSL_sk_new_null())
#define sk_X509_NAME_new_reserve(cmp, n) ((STACK_OF(X509_NAME)
*)OPENSSL_sk_new_reserve(ossl_check_X509_NAME_compfunc_type(cmp), (n)))
#define sk_X509_NAME_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_NAME_sk_type(sk), (n))
#define sk_X509_NAME_free(sk) OPENSSL_sk_free(ossl_check_X509_NAME_sk_type(sk))
#define sk_X509_NAME_zero(sk) OPENSSL_sk_zero(ossl_check_X509_NAME_sk_type(sk))
#define
 sk_X509_NAME_delete(sk, i) ((X509_NAME *)OPENSSL_sk_delete(ossl_check_X509_NAME_sk_type(sk),
(i)))
#define sk_X509_NAME_delete_ptr(sk, ptr) ((X509_NAME
*)OPENSSL_sk_delete_ptr(ossl_check_X509_NAME_sk_type(sk), ossl_check_X509_NAME_type(ptr)))
#define sk_X509_NAME_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_NAME_sk_type(sk),
ossl_check_X509_NAME_type(ptr))
#define sk_X509_NAME_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_NAME_sk_type(sk),
ossl_check_X509_NAME_type(ptr))
#define sk_X509_NAME_pop(sk) ((X509_NAME *)OPENSSL_sk_pop(ossl_check_X509_NAME_sk_type(sk)))
#define sk_X509_NAME_shift(sk) ((X509_NAME *)OPENSSL_sk_shift(ossl_check_X509_NAME_sk_type(sk)))
#define sk_X509_NAME_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_NAME_sk_type(sk),ossl_check_X509_NAME_freefunc_type(freefunc)
)
#define sk_X509_NAME_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_NAME_sk_type(sk),
```

```
ossl_check_X509_NAME_type(ptr), (idx))
#define sk_X509_NAME_set(sk,
 idx, ptr) ((X509_NAME *)OPENSSL_sk_set(ossl_check_X509_NAME_sk_type(sk), (idx),
ossl_check_X509_NAME_type(ptr)))
#define sk_X509_NAME_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_NAME_sk_type(sk),
ossl_check_X509_NAME_type(ptr))
#define sk_X509_NAME_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_NAME_sk_type(sk),
ossl_check_X509_NAME_type(ptr))
#define sk_X509_NAME_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_X509_NAME_sk_type(sk),
ossl_check_X509_NAME_type(ptr), pnum)
#define sk_X509_NAME_sort(sk) OPENSSL_sk_sort(ossl_check_X509_NAME_sk_type(sk))
#define sk_X509_NAME_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_X509_NAME_sk_type(sk))
#define sk_X509_NAME_dup(sk) ((STACK_OF(X509_NAME)
*)OPENSSL_sk_dup(ossl_check_const_X509_NAME_sk_type(sk)))
#define sk_X509_NAME_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_NAME)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_NAME_sk_type(sk),
ossl_check_X509_NAME_copyfunc_type(copyfunc), ossl_check_X509_NAME_freefunc_type(freefunc)))
#define
 sk_X509_NAME_set_cmp_func(sk, cmp)
((sk_X509_NAME_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_NAME_sk_type(sk),
ossl_check_X509_NAME_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(X509, X509, X509)
#define sk_X509_num(sk) OPENSSL_sk_num(ossl_check_const_X509_sk_type(sk))
#define sk_X509_value(sk, idx) ((X509 *)OPENSSL_sk_value(ossl_check_const_X509_sk_type(sk), (idx)))
#define sk_X509_new(cmp) ((STACK_OF(X509) *)OPENSSL_sk_new(ossl_check_X509_compfunc_type(cmp)))
#define sk_X509_new_null() ((STACK_OF(X509) *)OPENSSL_sk_new_null())
#define sk_X509_new_reserve(cmp, n) ((STACK_OF(X509)
*)OPENSSL_sk_new_reserve(ossl_check_X509_compfunc_type(cmp), (n)))
#define sk_X509_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_sk_type(sk), (n))
#define sk_X509_free(sk) OPENSSL_sk_free(ossl_check_X509_sk_type(sk))
#define sk_X509_zero(sk) OPENSSL_sk_zero(ossl_check_X509_sk_type(sk))
#define sk_X509_delete(sk, i) ((X509 *)OPENSSL_sk_delete(ossl_check_X509_sk_type(sk),
 (i)))
#define sk_X509_delete_ptr(sk, ptr) ((X509 *)OPENSSL_sk_delete_ptr(ossl_check_X509_sk_type(sk),
ossl_check_X509_type(ptr)))
#define sk_X509_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_sk_type(sk), ossl_check_X509_type(ptr))
#define sk_X509_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_sk_type(sk),
ossl_check_X509_type(ptr))
#define sk_X509_pop(sk) ((X509 *)OPENSSL_sk_pop(ossl_check_X509_sk_type(sk)))
#define sk_X509_shift(sk) ((X509 *)OPENSSL_sk_shift(ossl_check_X509_sk_type(sk)))
#define sk_X509_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_sk_type(sk),ossl_check_X509_freefunc_type(freefunc))
#define sk_X509_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_sk_type(sk),
ossl_check_X509_type(ptr), (idx))
#define sk_X509_set(sk, idx, ptr) ((X509 *)OPENSSL_sk_set(ossl_check_X509_sk_type(sk), (idx),
ossl_check_X509_type(ptr)))
#define sk_X509_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_sk_type(sk), ossl_check_X509_type(ptr))
#define sk_X509_find_ex(sk,
```

```
 ptr) OPENSSL_sk_find_ex(ossl_check_X509_sk_type(sk), ossl_check_X509_type(ptr))
#define sk_X509_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_X509_sk_type(sk),
ossl_check_X509_type(ptr), pnum)
#define sk_X509_sort(sk) OPENSSL_sk_sort(ossl_check_X509_sk_type(sk))
#define sk_X509_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_X509_sk_type(sk))
#define sk_X509_dup(sk) ((STACK_OF(X509) *)OPENSSL_sk_dup(ossl_check_const_X509_sk_type(sk)))
#define sk_X509_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_sk_type(sk), ossl_check_X509_copyfunc_type(copyfunc),
ossl_check_X509_freefunc_type(freefunc)))
#define sk_X509_set_cmp_func(sk, cmp)
((sk_X509_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_sk_type(sk),
ossl_check_X509_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(X509_REVOKED, X509_REVOKED, X509_REVOKED)
#define sk_X509_REVOKED_num(sk) OPENSSL_sk_num(ossl_check_const_X509_REVOKED_sk_type(sk))
#define sk_X509_REVOKED_value(sk,
 idx) ((X509_REVOKED *)OPENSSL_sk_value(ossl_check_const_X509_REVOKED_sk_type(sk), (idx)))
#define sk_X509_REVOKED_new(cmp) ((STACK_OF(X509_REVOKED)
*)OPENSSL_sk_new(ossl_check_X509_REVOKED_compfunc_type(cmp)))
#define sk_X509_REVOKED_new_null() ((STACK_OF(X509_REVOKED) *)OPENSSL_sk_new_null())
#define sk_X509_REVOKED_new_reserve(cmp, n) ((STACK_OF(X509_REVOKED)
*)OPENSSL_sk_new_reserve(ossl_check_X509_REVOKED_compfunc_type(cmp), (n)))
#define sk_X509_REVOKED_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_REVOKED_sk_type(sk),
(n))
#define sk_X509_REVOKED_free(sk) OPENSSL_sk_free(ossl_check_X509_REVOKED_sk_type(sk))
#define sk_X509_REVOKED_zero(sk) OPENSSL_sk_zero(ossl_check_X509_REVOKED_sk_type(sk))
#define sk_X509_REVOKED_delete(sk, i) ((X509_REVOKED
*)OPENSSL_sk_delete(ossl_check_X509_REVOKED_sk_type(sk), (i)))
#define sk_X509_REVOKED_delete_ptr(sk, ptr) ((X509_REVOKED
*)OPENSSL_sk_delete_ptr(ossl_check_X509_REVOKED_sk_type(sk), ossl_check_X509_REVOKED_type(ptr)))
#define sk_X509_REVOKED_push(sk,
 ptr) OPENSSL_sk_push(ossl_check_X509_REVOKED_sk_type(sk), ossl_check_X509_REVOKED_type(ptr))
#define sk_X509_REVOKED_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_REVOKED_sk_type(sk),
ossl_check_X509_REVOKED_type(ptr))
#define sk_X509_REVOKED_pop(sk) ((X509_REVOKED
*)OPENSSL_sk_pop(ossl_check_X509_REVOKED_sk_type(sk)))
#define sk_X509_REVOKED_shift(sk) ((X509_REVOKED
*)OPENSSL_sk_shift(ossl_check_X509_REVOKED_sk_type(sk)))
#define sk_X509_REVOKED_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_REVOKED_sk_type(sk),ossl_check_X509_REVOKED_freefunc_type(
freefunc))
#define sk_X509_REVOKED_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_REVOKED_sk_type(sk),
ossl_check_X509_REVOKED_type(ptr), (idx))
#define sk_X509_REVOKED_set(sk, idx, ptr) ((X509_REVOKED
*)OPENSSL_sk_set(ossl_check_X509_REVOKED_sk_type(sk), (idx), ossl_check_X509_REVOKED_type(ptr)))
#define sk_X509_REVOKED_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_REVOKED_sk_type(sk),
ossl_check_X509_REVOKED_type(ptr))
#define
```

sk_X509_REVOKED_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_REVOKED_sk_type(sk), ossl_check_X509_REVOKED_type(ptr))
#define sk_X509_REVOKED_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_X509_REVOKED_sk_type(sk), ossl_check_X509_REVOKED_type(ptr), pnum)
#define sk_X509_REVOKED_sort(sk) OPENSSL_sk_sort(ossl_check_X509_REVOKED_sk_type(sk))
#define sk_X509_REVOKED_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_X509_REVOKED_sk_type(sk))
#define sk_X509_REVOKED_dup(sk) ((STACK_OF(X509_REVOKED)
*)OPENSSL_sk_dup(ossl_check_const_X509_REVOKED_sk_type(sk)))
#define sk_X509_REVOKED_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_REVOKED)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_REVOKED_sk_type(sk),
ossl_check_X509_REVOKED_copyfunc_type(copyfunc),
ossl_check_X509_REVOKED_freefunc_type(freefunc)))
#define sk_X509_REVOKED_set_cmp_func(sk, cmp)
((sk_X509_REVOKED_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_REVOKED_sk_type(sk),
ossl_check_X509_REVOKED_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(X509_CRL,
X509_CRL, X509_CRL)
#define sk_X509_CRL_num(sk) OPENSSL_sk_num(ossl_check_const_X509_CRL_sk_type(sk))
#define sk_X509_CRL_value(sk, idx) ((X509_CRL
*)OPENSSL_sk_value(ossl_check_const_X509_CRL_sk_type(sk), (idx)))
#define sk_X509_CRL_new(cmp) ((STACK_OF(X509_CRL)
*)OPENSSL_sk_new(ossl_check_X509_CRL_compfunc_type(cmp)))
#define sk_X509_CRL_new_null() ((STACK_OF(X509_CRL) *)OPENSSL_sk_new_null())
#define sk_X509_CRL_new_reserve(cmp, n) ((STACK_OF(X509_CRL)
*)OPENSSL_sk_new_reserve(ossl_check_X509_CRL_compfunc_type(cmp), (n)))
#define sk_X509_CRL_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_CRL_sk_type(sk), (n))
#define sk_X509_CRL_free(sk) OPENSSL_sk_free(ossl_check_X509_CRL_sk_type(sk))
#define sk_X509_CRL_zero(sk) OPENSSL_sk_zero(ossl_check_X509_CRL_sk_type(sk))
#define sk_X509_CRL_delete(sk, i) ((X509_CRL *)OPENSSL_sk_delete(ossl_check_X509_CRL_sk_type(sk), (i)))
#define sk_X509_CRL_delete_ptr(sk, ptr) ((X509_CRL
*)OPENSSL_sk_delete_ptr(ossl_check_X509_CRL_sk_type(sk), ossl_check_X509_CRL_type(ptr)))
#define sk_X509_CRL_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_CRL_sk_type(sk),
ossl_check_X509_CRL_type(ptr))
#define sk_X509_CRL_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_CRL_sk_type(sk),
ossl_check_X509_CRL_type(ptr))
#define sk_X509_CRL_pop(sk) ((X509_CRL *)OPENSSL_sk_pop(ossl_check_X509_CRL_sk_type(sk)))
#define sk_X509_CRL_shift(sk) ((X509_CRL *)OPENSSL_sk_shift(ossl_check_X509_CRL_sk_type(sk)))
#define sk_X509_CRL_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_CRL_sk_type(sk),ossl_check_X509_CRL_freefunc_type(freefunc))
#define sk_X509_CRL_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_CRL_sk_type(sk),
ossl_check_X509_CRL_type(ptr), (idx))
#define sk_X509_CRL_set(sk, idx, ptr) ((X509_CRL *)OPENSSL_sk_set(ossl_check_X509_CRL_sk_type(sk), (idx), ossl_check_X509_CRL_type(ptr)))
#define sk_X509_CRL_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_CRL_sk_type(sk),

```
 ossl_check_X509_CRL_type(ptr))
#define sk_X509_CRL_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_CRL_sk_type(sk),
ossl_check_X509_CRL_type(ptr))
#define sk_X509_CRL_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_X509_CRL_sk_type(sk),
ossl_check_X509_CRL_type(ptr), pnum)
#define sk_X509_CRL_sort(sk) OPENSSL_sk_sort(ossl_check_X509_CRL_sk_type(sk))
#define sk_X509_CRL_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_X509_CRL_sk_type(sk))
#define sk_X509_CRL_dup(sk) ((STACK_OF(X509_CRL)
*)OPENSSL_sk_dup(ossl_check_const_X509_CRL_sk_type(sk)))
#define sk_X509_CRL_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_CRL)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_CRL_sk_type(sk),
ossl_check_X509_CRL_copyfunc_type(copyfunc), ossl_check_X509_CRL_freefunc_type(freefunc)))
#define sk_X509_CRL_set_cmp_func(sk, cmp)
((sk_X509_CRL_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_CRL_sk_type(sk),
ossl_check_X509_CRL_compfunc_type(cmp)))



/* Flags for X509_get_signature_info()
 */
/* Signature info is valid */
# define X509_SIG_INFO_VALID     0x1
/* Signature is suitable for TLS use */
# define X509_SIG_INFO_TLS       0x2

# define X509_FILETYPE_PEM       1
# define X509_FILETYPE_ASN1      2
# define X509_FILETYPE_DEFAULT   3

# define X509v3_KU_DIGITAL_SIGNATURE     0x0080
# define X509v3_KU_NON_REPUDIATION       0x0040
# define X509v3_KU_KEY_ENCIPHERMENT      0x0020
# define X509v3_KU_DATA_ENCIPHERMENT     0x0010
# define X509v3_KU_KEY_AGREEMENT         0x0008
# define X509v3_KU_KEY_CERT_SIGN         0x0004
# define X509v3_KU_CRL_SIGN              0x0002
# define X509v3_KU_ENCIPHER_ONLY         0x0001
# define X509v3_KU_DECIPHER_ONLY         0x8000
# define X509v3_KU_UNDEF                 0xffff

struct X509_algor_st {
  ASN1_OBJECT *algorithm;
  ASN1_TYPE *parameter;
} /* X509_ALGOR */ ;

typedef STACK_OF(X509_ALGOR) X509_ALGORS;

typedef struct X509_val_st {
  ASN1_TIME *notBefore;
```

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  ASN1_TIME *notAfter;
} X509_VAL;

typedef struct X509_sig_st
 X509_SIG;

typedef struct X509_name_entry_st X509_NAME_ENTRY;

SKM_DEFINE_STACK_OF_INTERNAL(X509_NAME_ENTRY, X509_NAME_ENTRY,
X509_NAME_ENTRY)
#define sk_X509_NAME_ENTRY_num(sk)
OPENSSL_sk_num(ossl_check_const_X509_NAME_ENTRY_sk_type(sk))
#define sk_X509_NAME_ENTRY_value(sk, idx) ((X509_NAME_ENTRY
*)OPENSSL_sk_value(ossl_check_const_X509_NAME_ENTRY_sk_type(sk), (idx)))
#define sk_X509_NAME_ENTRY_new(cmp) ((STACK_OF(X509_NAME_ENTRY)
*)OPENSSL_sk_new(ossl_check_X509_NAME_ENTRY_compfunc_type(cmp)))
#define sk_X509_NAME_ENTRY_new_null() ((STACK_OF(X509_NAME_ENTRY)
*)OPENSSL_sk_new_null())
#define sk_X509_NAME_ENTRY_new_reserve(cmp, n) ((STACK_OF(X509_NAME_ENTRY)
*)OPENSSL_sk_new_reserve(ossl_check_X509_NAME_ENTRY_compfunc_type(cmp), (n)))
#define sk_X509_NAME_ENTRY_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_X509_NAME_ENTRY_sk_type(sk), (n))
#define sk_X509_NAME_ENTRY_free(sk) OPENSSL_sk_free(ossl_check_X509_NAME_ENTRY_sk_type(sk))
#define sk_X509_NAME_ENTRY_zero(sk) OPENSSL_sk_zero(ossl_check_X509_NAME_ENTRY_sk_type(sk))
#define
 sk_X509_NAME_ENTRY_delete(sk, i) ((X509_NAME_ENTRY
*)OPENSSL_sk_delete(ossl_check_X509_NAME_ENTRY_sk_type(sk), (i)))
#define sk_X509_NAME_ENTRY_delete_ptr(sk, ptr) ((X509_NAME_ENTRY
*)OPENSSL_sk_delete_ptr(ossl_check_X509_NAME_ENTRY_sk_type(sk),
ossl_check_X509_NAME_ENTRY_type(ptr)))
#define sk_X509_NAME_ENTRY_push(sk, ptr)
OPENSSL_sk_push(ossl_check_X509_NAME_ENTRY_sk_type(sk),
ossl_check_X509_NAME_ENTRY_type(ptr))
#define sk_X509_NAME_ENTRY_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_X509_NAME_ENTRY_sk_type(sk),
ossl_check_X509_NAME_ENTRY_type(ptr))
#define sk_X509_NAME_ENTRY_pop(sk) ((X509_NAME_ENTRY
*)OPENSSL_sk_pop(ossl_check_X509_NAME_ENTRY_sk_type(sk)))
#define sk_X509_NAME_ENTRY_shift(sk) ((X509_NAME_ENTRY
*)OPENSSL_sk_shift(ossl_check_X509_NAME_ENTRY_sk_type(sk)))
#define sk_X509_NAME_ENTRY_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_NAME_ENTRY_sk_type(sk),ossl_check_X509_NAME_ENTRY_freef
unc_type(freefunc))
#define sk_X509_NAME_ENTRY_insert(sk,
 ptr, idx) OPENSSL_sk_insert(ossl_check_X509_NAME_ENTRY_sk_type(sk),
ossl_check_X509_NAME_ENTRY_type(ptr), (idx))
#define sk_X509_NAME_ENTRY_set(sk, idx, ptr) ((X509_NAME_ENTRY
*)OPENSSL_sk_set(ossl_check_X509_NAME_ENTRY_sk_type(sk), (idx),
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ossl_check_X509_NAME_ENTRY_type(ptr)))
#define sk_X509_NAME_ENTRY_find(sk, ptr)
OPENSSL_sk_find(ossl_check_X509_NAME_ENTRY_sk_type(sk),
ossl_check_X509_NAME_ENTRY_type(ptr))
#define sk_X509_NAME_ENTRY_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_X509_NAME_ENTRY_sk_type(sk),
ossl_check_X509_NAME_ENTRY_type(ptr))
#define sk_X509_NAME_ENTRY_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_X509_NAME_ENTRY_sk_type(sk),
ossl_check_X509_NAME_ENTRY_type(ptr), pnum)
#define sk_X509_NAME_ENTRY_sort(sk) OPENSSL_sk_sort(ossl_check_X509_NAME_ENTRY_sk_type(sk))
#define sk_X509_NAME_ENTRY_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_X509_NAME_ENTRY_sk_type(sk))
#define sk_X509_NAME_ENTRY_dup(sk) ((STACK_OF(X509_NAME_ENTRY)
 *)OPENSSL_sk_dup(ossl_check_const_X509_NAME_ENTRY_sk_type(sk)))
#define sk_X509_NAME_ENTRY_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_NAME_ENTRY)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_NAME_ENTRY_sk_type(sk),
ossl_check_X509_NAME_ENTRY_copyfunc_type(copyfunc),
ossl_check_X509_NAME_ENTRY_freefunc_type(freefunc)))
#define sk_X509_NAME_ENTRY_set_cmp_func(sk, cmp)
((sk_X509_NAME_ENTRY_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_NAME_ENTRY_sk_type
(sk), ossl_check_X509_NAME_ENTRY_compfunc_type(cmp)))


# define X509_EX_V_NETSCAPE_HACK        0x8000
# define X509_EX_V_INIT                 0x0001
typedef struct X509_extension_st X509_EXTENSION;
SKM_DEFINE_STACK_OF_INTERNAL(X509_EXTENSION, X509_EXTENSION, X509_EXTENSION)
#define sk_X509_EXTENSION_num(sk) OPENSSL_sk_num(ossl_check_const_X509_EXTENSION_sk_type(sk))
#define sk_X509_EXTENSION_value(sk, idx) ((X509_EXTENSION
*)OPENSSL_sk_value(ossl_check_const_X509_EXTENSION_sk_type(sk), (idx)))
#define sk_X509_EXTENSION_new(cmp)
 ((STACK_OF(X509_EXTENSION)
*)OPENSSL_sk_new(ossl_check_X509_EXTENSION_compfunc_type(cmp)))
#define sk_X509_EXTENSION_new_null() ((STACK_OF(X509_EXTENSION) *)OPENSSL_sk_new_null())
#define sk_X509_EXTENSION_new_reserve(cmp, n) ((STACK_OF(X509_EXTENSION)
*)OPENSSL_sk_new_reserve(ossl_check_X509_EXTENSION_compfunc_type(cmp), (n)))
#define sk_X509_EXTENSION_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_X509_EXTENSION_sk_type(sk), (n))
#define sk_X509_EXTENSION_free(sk) OPENSSL_sk_free(ossl_check_X509_EXTENSION_sk_type(sk))
#define sk_X509_EXTENSION_zero(sk) OPENSSL_sk_zero(ossl_check_X509_EXTENSION_sk_type(sk))
#define sk_X509_EXTENSION_delete(sk, i) ((X509_EXTENSION
*)OPENSSL_sk_delete(ossl_check_X509_EXTENSION_sk_type(sk), (i)))
#define sk_X509_EXTENSION_delete_ptr(sk, ptr) ((X509_EXTENSION
*)OPENSSL_sk_delete_ptr(ossl_check_X509_EXTENSION_sk_type(sk),
ossl_check_X509_EXTENSION_type(ptr)))
#define sk_X509_EXTENSION_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_EXTENSION_sk_type(sk),
ossl_check_X509_EXTENSION_type(ptr))
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#define
 sk_X509_EXTENSION_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_EXTENSION_sk_type(sk),
ossl_check_X509_EXTENSION_type(ptr))
#define sk_X509_EXTENSION_pop(sk) ((X509_EXTENSION
*)OPENSSL_sk_pop(ossl_check_X509_EXTENSION_sk_type(sk)))
#define sk_X509_EXTENSION_shift(sk) ((X509_EXTENSION
*)OPENSSL_sk_shift(ossl_check_X509_EXTENSION_sk_type(sk)))
#define sk_X509_EXTENSION_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_EXTENSION_sk_type(sk),ossl_check_X509_EXTENSION_freefunc_t
ype(freefunc))
#define sk_X509_EXTENSION_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_X509_EXTENSION_sk_type(sk), ossl_check_X509_EXTENSION_type(ptr),
(idx))
#define sk_X509_EXTENSION_set(sk, idx, ptr) ((X509_EXTENSION
*)OPENSSL_sk_set(ossl_check_X509_EXTENSION_sk_type(sk), (idx),
ossl_check_X509_EXTENSION_type(ptr)))
#define sk_X509_EXTENSION_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_EXTENSION_sk_type(sk),
ossl_check_X509_EXTENSION_type(ptr))
#define
 sk_X509_EXTENSION_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_EXTENSION_sk_type(sk),
ossl_check_X509_EXTENSION_type(ptr))
#define sk_X509_EXTENSION_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_X509_EXTENSION_sk_type(sk), ossl_check_X509_EXTENSION_type(ptr),
pnum)
#define sk_X509_EXTENSION_sort(sk) OPENSSL_sk_sort(ossl_check_X509_EXTENSION_sk_type(sk))
#define sk_X509_EXTENSION_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_X509_EXTENSION_sk_type(sk))
#define sk_X509_EXTENSION_dup(sk) ((STACK_OF(X509_EXTENSION)
*)OPENSSL_sk_dup(ossl_check_const_X509_EXTENSION_sk_type(sk)))
#define sk_X509_EXTENSION_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_EXTENSION)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_EXTENSION_sk_type(sk),
ossl_check_X509_EXTENSION_copyfunc_type(copyfunc),
ossl_check_X509_EXTENSION_freefunc_type(freefunc)))
#define sk_X509_EXTENSION_set_cmp_func(sk, cmp)
((sk_X509_EXTENSION_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_EXTENSION_sk_type(sk),
 ossl_check_X509_EXTENSION_compfunc_type(cmp)))

typedef STACK_OF(X509_EXTENSION) X509_EXTENSIONS;
typedef struct x509_attributes_st X509_ATTRIBUTE;
SKM_DEFINE_STACK_OF_INTERNAL(X509_ATTRIBUTE, X509_ATTRIBUTE, X509_ATTRIBUTE)
#define sk_X509_ATTRIBUTE_num(sk) OPENSSL_sk_num(ossl_check_const_X509_ATTRIBUTE_sk_type(sk))
#define sk_X509_ATTRIBUTE_value(sk, idx) ((X509_ATTRIBUTE
*)OPENSSL_sk_value(ossl_check_const_X509_ATTRIBUTE_sk_type(sk), (idx)))
#define sk_X509_ATTRIBUTE_new(cmp) ((STACK_OF(X509_ATTRIBUTE)
*)OPENSSL_sk_new(ossl_check_X509_ATTRIBUTE_compfunc_type(cmp)))
#define sk_X509_ATTRIBUTE_new_null() ((STACK_OF(X509_ATTRIBUTE) *)OPENSSL_sk_new_null())
#define sk_X509_ATTRIBUTE_new_reserve(cmp, n) ((STACK_OF(X509_ATTRIBUTE)
*)OPENSSL_sk_new_reserve(ossl_check_X509_ATTRIBUTE_compfunc_type(cmp), (n)))
```

```
#define sk_X509_ATTRIBUTE_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_X509_ATTRIBUTE_sk_type(sk), (n))
#define sk_X509_ATTRIBUTE_free(sk) OPENSSL_sk_free(ossl_check_X509_ATTRIBUTE_sk_type(sk))
#define
 sk_X509_ATTRIBUTE_zero(sk) OPENSSL_sk_zero(ossl_check_X509_ATTRIBUTE_sk_type(sk))
#define sk_X509_ATTRIBUTE_delete(sk, i) ((X509_ATTRIBUTE
*)OPENSSL_sk_delete(ossl_check_X509_ATTRIBUTE_sk_type(sk), (i)))
#define sk_X509_ATTRIBUTE_delete_ptr(sk, ptr) ((X509_ATTRIBUTE
*)OPENSSL_sk_delete_ptr(ossl_check_X509_ATTRIBUTE_sk_type(sk),
ossl_check_X509_ATTRIBUTE_type(ptr)))
#define sk_X509_ATTRIBUTE_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_ATTRIBUTE_sk_type(sk),
ossl_check_X509_ATTRIBUTE_type(ptr))
#define sk_X509_ATTRIBUTE_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_X509_ATTRIBUTE_sk_type(sk), ossl_check_X509_ATTRIBUTE_type(ptr))
#define sk_X509_ATTRIBUTE_pop(sk) ((X509_ATTRIBUTE
*)OPENSSL_sk_pop(ossl_check_X509_ATTRIBUTE_sk_type(sk)))
#define sk_X509_ATTRIBUTE_shift(sk) ((X509_ATTRIBUTE
*)OPENSSL_sk_shift(ossl_check_X509_ATTRIBUTE_sk_type(sk)))
#define sk_X509_ATTRIBUTE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_ATTRIBUTE_sk_type(sk),ossl_check_X509_ATTRIBUTE_freefunc_t
ype(freefunc))
#define
 sk_X509_ATTRIBUTE_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_ATTRIBUTE_sk_type(sk),
ossl_check_X509_ATTRIBUTE_type(ptr), (idx))
#define sk_X509_ATTRIBUTE_set(sk, idx, ptr) ((X509_ATTRIBUTE
*)OPENSSL_sk_set(ossl_check_X509_ATTRIBUTE_sk_type(sk), (idx),
ossl_check_X509_ATTRIBUTE_type(ptr)))
#define sk_X509_ATTRIBUTE_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_ATTRIBUTE_sk_type(sk),
ossl_check_X509_ATTRIBUTE_type(ptr))
#define sk_X509_ATTRIBUTE_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_X509_ATTRIBUTE_sk_type(sk), ossl_check_X509_ATTRIBUTE_type(ptr))
#define sk_X509_ATTRIBUTE_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_X509_ATTRIBUTE_sk_type(sk), ossl_check_X509_ATTRIBUTE_type(ptr),
pnum)
#define sk_X509_ATTRIBUTE_sort(sk) OPENSSL_sk_sort(ossl_check_X509_ATTRIBUTE_sk_type(sk))
#define sk_X509_ATTRIBUTE_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_X509_ATTRIBUTE_sk_type(sk))
#define sk_X509_ATTRIBUTE_dup(sk) ((STACK_OF(X509_ATTRIBUTE)
 *)OPENSSL_sk_dup(ossl_check_const_X509_ATTRIBUTE_sk_type(sk)))
#define sk_X509_ATTRIBUTE_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_ATTRIBUTE)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_ATTRIBUTE_sk_type(sk),
ossl_check_X509_ATTRIBUTE_copyfunc_type(copyfunc),
ossl_check_X509_ATTRIBUTE_freefunc_type(freefunc)))
#define sk_X509_ATTRIBUTE_set_cmp_func(sk, cmp)
((sk_X509_ATTRIBUTE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_ATTRIBUTE_sk_type(sk),
ossl_check_X509_ATTRIBUTE_compfunc_type(cmp)))

typedef struct X509_req_info_st X509_REQ_INFO;
```

```
typedef struct X509_req_st X509_REQ;
typedef struct x509_cert_aux_st X509_CERT_AUX;
typedef struct x509_cinf_st X509_CINF;

/* Flags for X509_print_ex() */

# define X509_FLAG_COMPAT              0
# define X509_FLAG_NO_HEADER           1L
# define X509_FLAG_NO_VERSION          (1L << 1)
# define X509_FLAG_NO_SERIAL           (1L << 2)
# define X509_FLAG_NO_SIGNAME          (1L << 3)
# define X509_FLAG_NO_ISSUER
          (1L << 4)
# define X509_FLAG_NO_VALIDITY         (1L << 5)
# define X509_FLAG_NO_SUBJECT          (1L << 6)
# define X509_FLAG_NO_PUBKEY           (1L << 7)
# define X509_FLAG_NO_EXTENSIONS       (1L << 8)
# define X509_FLAG_NO_SIGDUMP          (1L << 9)
# define X509_FLAG_NO_AUX              (1L << 10)
# define X509_FLAG_NO_ATTRIBUTES       (1L << 11)
# define X509_FLAG_NO_IDS              (1L << 12)
# define X509_FLAG_EXTENSIONS_ONLY_KID   (1L << 13)

/* Flags specific to X509_NAME_print_ex() */

/* The field separator information */

# define XN_FLAG_SEP_MASK       (0xf << 16)

# define XN_FLAG_COMPAT         0/* Traditional; use old X509_NAME_print */
# define XN_FLAG_SEP_COMMA_PLUS  (1 << 16)/* RFC2253 ,+ */
# define XN_FLAG_SEP_CPLUS_SPC   (2 << 16)/* ,+ spaced: more readable */
# define XN_FLAG_SEP_SPLUS_SPC   (3 << 16)/* ;+ spaced */
# define XN_FLAG_SEP_MULTILINE   (4 << 16)/* One line per field */

# define XN_FLAG_DN_REV         (1 << 20)/*
 Reverse DN order */

/* How the field name is shown */

# define XN_FLAG_FN_MASK        (0x3 << 21)

# define XN_FLAG_FN_SN          0/* Object short name */
# define XN_FLAG_FN_LN          (1 << 21)/* Object long name */
# define XN_FLAG_FN_OID         (2 << 21)/* Always use OIDs */
# define XN_FLAG_FN_NONE        (3 << 21)/* No field names */

# define XN_FLAG_SPC_EQ         (1 << 23)/* Put spaces round '=' */
```

```
/*
* This determines if we dump fields we don't recognise: RFC2253 requires
* this.
*/

# define XN_FLAG_DUMP_UNKNOWN_FIELDS (1 << 24)

# define XN_FLAG_FN_ALIGN       (1 << 25)/* Align field names to 20
                                 * characters */

/* Complete set of RFC2253 flags */

# define XN_FLAG_RFC2253 (ASN1_STRFLGS_RFC2253 | \
                  XN_FLAG_SEP_COMMA_PLUS | \
                  XN_FLAG_DN_REV | \
                  XN_FLAG_FN_SN | \
                  XN_FLAG_DUMP_UNKNOWN_FIELDS)

/* readable oneline form */

#
 define XN_FLAG_ONELINE (ASN1_STRFLGS_RFC2253 | \
                  ASN1_STRFLGS_ESC_QUOTE | \
                  XN_FLAG_SEP_CPLUS_SPC | \
                  XN_FLAG_SPC_EQ | \
                  XN_FLAG_FN_SN)

/* readable multiline form */

# define XN_FLAG_MULTILINE (ASN1_STRFLGS_ESC_CTRL | \
                  ASN1_STRFLGS_ESC_MSB | \
                  XN_FLAG_SEP_MULTILINE | \
                  XN_FLAG_SPC_EQ | \
                  XN_FLAG_FN_LN | \
                  XN_FLAG_FN_ALIGN)

typedef struct X509_crl_info_st X509_CRL_INFO;

typedef struct private_key_st {
  int version;
  /* The PKCS#8 data types */
  X509_ALGOR *enc_algor;
  ASN1_OCTET_STRING *enc_pkey; /* encrypted pub key */
  /* When decrypted, the following will not be NULL */
  EVP_PKEY *dec_pkey;
  /* used to encrypt and decrypt */
  int key_length;
```

```
  char *key_data;
  int key_free;             /* true if we should auto free key_data */
  /*
 expanded version of 'enc_algor' */
  EVP_CIPHER_INFO cipher;
} X509_PKEY;

typedef struct X509_info_st {
  X509 *x509;
  X509_CRL *crl;
  X509_PKEY *x_pkey;
  EVP_CIPHER_INFO enc_cipher;
  int enc_len;
  char *enc_data;
} X509_INFO;
SKM_DEFINE_STACK_OF_INTERNAL(X509_INFO, X509_INFO, X509_INFO)
#define sk_X509_INFO_num(sk) OPENSSL_sk_num(ossl_check_const_X509_INFO_sk_type(sk))
#define sk_X509_INFO_value(sk, idx) ((X509_INFO
*)OPENSSL_sk_value(ossl_check_const_X509_INFO_sk_type(sk), (idx)))
#define sk_X509_INFO_new(cmp) ((STACK_OF(X509_INFO)
*)OPENSSL_sk_new(ossl_check_X509_INFO_compfunc_type(cmp)))
#define sk_X509_INFO_new_null() ((STACK_OF(X509_INFO) *)OPENSSL_sk_new_null())
#define sk_X509_INFO_new_reserve(cmp, n) ((STACK_OF(X509_INFO)
*)OPENSSL_sk_new_reserve(ossl_check_X509_INFO_compfunc_type(cmp), (n)))
#define sk_X509_INFO_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_INFO_sk_type(sk), (n))
#define sk_X509_INFO_free(sk) OPENSSL_sk_free(ossl_check_X509_INFO_sk_type(sk))
#define
 sk_X509_INFO_zero(sk) OPENSSL_sk_zero(ossl_check_X509_INFO_sk_type(sk))
#define sk_X509_INFO_delete(sk, i) ((X509_INFO *)OPENSSL_sk_delete(ossl_check_X509_INFO_sk_type(sk),
(i)))
#define sk_X509_INFO_delete_ptr(sk, ptr) ((X509_INFO
*)OPENSSL_sk_delete_ptr(ossl_check_X509_INFO_sk_type(sk), ossl_check_X509_INFO_type(ptr)))
#define sk_X509_INFO_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_INFO_sk_type(sk),
ossl_check_X509_INFO_type(ptr))
#define sk_X509_INFO_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_INFO_sk_type(sk),
ossl_check_X509_INFO_type(ptr))
#define sk_X509_INFO_pop(sk) ((X509_INFO *)OPENSSL_sk_pop(ossl_check_X509_INFO_sk_type(sk)))
#define sk_X509_INFO_shift(sk) ((X509_INFO *)OPENSSL_sk_shift(ossl_check_X509_INFO_sk_type(sk)))
#define sk_X509_INFO_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_INFO_sk_type(sk),ossl_check_X509_INFO_freefunc_type(freefunc))
#define sk_X509_INFO_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_INFO_sk_type(sk),
 ossl_check_X509_INFO_type(ptr), (idx))
#define sk_X509_INFO_set(sk, idx, ptr) ((X509_INFO *)OPENSSL_sk_set(ossl_check_X509_INFO_sk_type(sk),
(idx), ossl_check_X509_INFO_type(ptr)))
#define sk_X509_INFO_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_INFO_sk_type(sk),
ossl_check_X509_INFO_type(ptr))
#define sk_X509_INFO_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_INFO_sk_type(sk),
ossl_check_X509_INFO_type(ptr))
```

```
#define sk_X509_INFO_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_X509_INFO_sk_type(sk),
ossl_check_X509_INFO_type(ptr), pnum)
#define sk_X509_INFO_sort(sk) OPENSSL_sk_sort(ossl_check_X509_INFO_sk_type(sk))
#define sk_X509_INFO_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_X509_INFO_sk_type(sk))
#define sk_X509_INFO_dup(sk) ((STACK_OF(X509_INFO)
*)OPENSSL_sk_dup(ossl_check_const_X509_INFO_sk_type(sk)))
#define sk_X509_INFO_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_INFO)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_INFO_sk_type(sk),
ossl_check_X509_INFO_copyfunc_type(copyfunc),
 ossl_check_X509_INFO_freefunc_type(freefunc)))
#define sk_X509_INFO_set_cmp_func(sk, cmp)
((sk_X509_INFO_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_INFO_sk_type(sk),
ossl_check_X509_INFO_compfunc_type(cmp)))


/*
* The next 2 structures and their 8 routines are used to manipulate Netscape's
* spki structures - useful if you are writing a CA web page
*/
typedef struct Netscape_spkac_st {
  X509_PUBKEY *pubkey;
  ASN1_IA5STRING *challenge;  /* challenge sent in atlas >= PR2 */
} NETSCAPE_SPKAC;

typedef struct Netscape_spki_st {
  NETSCAPE_SPKAC *spkac;      /* signed public key and challenge */
  X509_ALGOR sig_algor;
  ASN1_BIT_STRING *signature;
} NETSCAPE_SPKI;

/* Netscape certificate sequence structure */
typedef struct Netscape_certificate_sequence {
  ASN1_OBJECT *type;
  STACK_OF(X509) *certs;
} NETSCAPE_CERT_SEQUENCE;

/*- Unused (and iv length is wrong)
typedef struct CBCParameter_st
      {
      unsigned char iv[8];
       } CBC_PARAM;
*/

/* Password based encryption structure */

typedef struct PBEPARAM_st {
  ASN1_OCTET_STRING *salt;
  ASN1_INTEGER *iter;
```

```
} PBEPARAM;

/* Password based encryption V2 structures */

typedef struct PBE2PARAM_st {
  X509_ALGOR *keyfunc;
  X509_ALGOR *encryption;
} PBE2PARAM;

typedef struct PBKDF2PARAM_st {
/* Usually OCTET STRING but could be anything */
  ASN1_TYPE *salt;
  ASN1_INTEGER *iter;
  ASN1_INTEGER *keylength;
  X509_ALGOR *prf;
} PBKDF2PARAM;

#ifndef OPENSSL_NO_SCRYPT
typedef struct SCRYPT_PARAMS_st {
  ASN1_OCTET_STRING *salt;
  ASN1_INTEGER *costParameter;
  ASN1_INTEGER *blockSize;
  ASN1_INTEGER *parallelizationParameter;
  ASN1_INTEGER *keyLength;
} SCRYPT_PARAMS;
#endif

#ifdef  __cplusplus
}
#endif

# include <openssl/x509_vfy.h>
# include <openssl/pkcs7.h>

#ifdef  __cplusplus
extern "C" {
#endif

# define X509_EXT_PACK_UNKNOWN   1
# define X509_EXT_PACK_STRING    2

# define        X509_extract_key(x)     X509_get_pubkey(x)/*****/
#
 define        X509_REQ_extract_key(a) X509_REQ_get_pubkey(a)
# define        X509_name_cmp(a,b)      X509_NAME_cmp((a),(b))

void X509_CRL_set_default_method(const X509_CRL_METHOD *meth);
X509_CRL_METHOD *X509_CRL_METHOD_new(int (*crl_init) (X509_CRL *crl),
```

```
                        int (*crl_free) (X509_CRL *crl),
                        int (*crl_lookup) (X509_CRL *crl,
                                X509_REVOKED **ret,
                                const
                                ASN1_INTEGER *serial,
                                const
                                X509_NAME *issuer),
                        int (*crl_verify) (X509_CRL *crl,
                                EVP_PKEY *pk));
void X509_CRL_METHOD_free(X509_CRL_METHOD *m);

void X509_CRL_set_meth_data(X509_CRL
 *crl, void *dat);
void *X509_CRL_get_meth_data(X509_CRL *crl);

const char *X509_verify_cert_error_string(long n);

int X509_verify(X509 *a, EVP_PKEY *r);
int X509_self_signed(X509 *cert, int verify_signature);

int X509_REQ_verify_ex(X509_REQ *a, EVP_PKEY *r, OSSL_LIB_CTX *libctx,
            const char *propq);
int X509_REQ_verify(X509_REQ *a, EVP_PKEY *r);
int X509_CRL_verify(X509_CRL *a, EVP_PKEY *r);
int NETSCAPE_SPKI_verify(NETSCAPE_SPKI *a, EVP_PKEY *r);

NETSCAPE_SPKI *NETSCAPE_SPKI_b64_decode(const char *str, int len);
char *NETSCAPE_SPKI_b64_encode(NETSCAPE_SPKI *x);
EVP_PKEY *NETSCAPE_SPKI_get_pubkey(NETSCAPE_SPKI *x);
int NETSCAPE_SPKI_set_pubkey(NETSCAPE_SPKI *x, EVP_PKEY *pkey);

int NETSCAPE_SPKI_print(BIO *out, NETSCAPE_SPKI *spki);

int X509_signature_dump(BIO *bp, const ASN1_STRING *sig, int indent);
int X509_signature_print(BIO *bp, const X509_ALGOR *alg,
             const ASN1_STRING *sig);

int X509_sign(X509 *x, EVP_PKEY *pkey, const EVP_MD
 *md);
int X509_sign_ctx(X509 *x, EVP_MD_CTX *ctx);
int X509_REQ_sign(X509_REQ *x, EVP_PKEY *pkey, const EVP_MD *md);
int X509_REQ_sign_ctx(X509_REQ *x, EVP_MD_CTX *ctx);
int X509_CRL_sign(X509_CRL *x, EVP_PKEY *pkey, const EVP_MD *md);
int X509_CRL_sign_ctx(X509_CRL *x, EVP_MD_CTX *ctx);
int NETSCAPE_SPKI_sign(NETSCAPE_SPKI *x, EVP_PKEY *pkey, const EVP_MD *md);

int X509_pubkey_digest(const X509 *data, const EVP_MD *type,
            unsigned char *md, unsigned int *len);
```

```
int X509_digest(const X509 *data, const EVP_MD *type,
                unsigned char *md, unsigned int *len);
ASN1_OCTET_STRING *X509_digest_sig(const X509 *cert,
                                   EVP_MD **md_used, int *md_is_fallback);
int X509_CRL_digest(const X509_CRL *data, const EVP_MD *type,
                    unsigned char *md, unsigned int *len);
int X509_REQ_digest(const X509_REQ *data, const EVP_MD *type,
                    unsigned char *md, unsigned int *len);
int X509_NAME_digest(const
 X509_NAME *data, const EVP_MD *type,
                     unsigned char *md, unsigned int *len);

X509 *X509_load_http(const char *url, BIO *bio, BIO *rbio, int timeout);
X509_CRL *X509_CRL_load_http(const char *url, BIO *bio, BIO *rbio, int timeout);
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  include <openssl/http.h> /* OSSL_HTTP_REQ_CTX_nbio_d2i */
#  define X509_http_nbio(rctx, pcert) \
    OSSL_HTTP_REQ_CTX_nbio_d2i(rctx, pcert, ASN1_ITEM_rptr(X509))
#  define X509_CRL_http_nbio(rctx, pcrl) \
    OSSL_HTTP_REQ_CTX_nbio_d2i(rctx, pcrl, ASN1_ITEM_rptr(X509_CRL))
# endif

# ifndef OPENSSL_NO_STDIO
X509 *d2i_X509_fp(FILE *fp, X509 **x509);
int i2d_X509_fp(FILE *fp, const X509 *x509);
X509_CRL *d2i_X509_CRL_fp(FILE *fp, X509_CRL **crl);
int i2d_X509_CRL_fp(FILE *fp, const X509_CRL *crl);
X509_REQ *d2i_X509_REQ_fp(FILE *fp, X509_REQ **req);
int i2d_X509_REQ_fp(FILE *fp, const X509_REQ *req);
#  ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 RSA *d2i_RSAPrivateKey_fp(FILE *fp, RSA
 **rsa);
OSSL_DEPRECATEDIN_3_0 int i2d_RSAPrivateKey_fp(FILE *fp, const RSA *rsa);
OSSL_DEPRECATEDIN_3_0 RSA *d2i_RSAPublicKey_fp(FILE *fp, RSA **rsa);
OSSL_DEPRECATEDIN_3_0 int i2d_RSAPublicKey_fp(FILE *fp, const RSA *rsa);
OSSL_DEPRECATEDIN_3_0 RSA *d2i_RSA_PUBKEY_fp(FILE *fp, RSA **rsa);
OSSL_DEPRECATEDIN_3_0 int i2d_RSA_PUBKEY_fp(FILE *fp, const RSA *rsa);
#  endif
#  ifndef OPENSSL_NO_DEPRECATED_3_0
#   ifndef OPENSSL_NO_DSA
OSSL_DEPRECATEDIN_3_0 DSA *d2i_DSA_PUBKEY_fp(FILE *fp, DSA **dsa);
OSSL_DEPRECATEDIN_3_0 int i2d_DSA_PUBKEY_fp(FILE *fp, const DSA *dsa);
OSSL_DEPRECATEDIN_3_0 DSA *d2i_DSAPrivateKey_fp(FILE *fp, DSA **dsa);
OSSL_DEPRECATEDIN_3_0 int i2d_DSAPrivateKey_fp(FILE *fp, const DSA *dsa);
#   endif
#  endif
#  ifndef OPENSSL_NO_DEPRECATED_3_0
#   ifndef OPENSSL_NO_EC
```

```
OSSL_DEPRECATEDIN_3_0 EC_KEY *d2i_EC_PUBKEY_fp(FILE *fp, EC_KEY **eckey);
OSSL_DEPRECATEDIN_3_0 int i2d_EC_PUBKEY_fp(FILE *fp, const EC_KEY *eckey);
OSSL_DEPRECATEDIN_3_0 EC_KEY *d2i_ECPrivateKey_fp(FILE *fp,
 EC_KEY **eckey);
OSSL_DEPRECATEDIN_3_0 int i2d_ECPrivateKey_fp(FILE *fp, const EC_KEY *eckey);
#   endif /* OPENSSL_NO_EC */
#  endif /* OPENSSL_NO_DEPRECATED_3_0 */
X509_SIG *d2i_PKCS8_fp(FILE *fp, X509_SIG **p8);
int i2d_PKCS8_fp(FILE *fp, const X509_SIG *p8);
X509_PUBKEY *d2i_X509_PUBKEY_fp(FILE *fp, X509_PUBKEY **xpk);
int i2d_X509_PUBKEY_fp(FILE *fp, const X509_PUBKEY *xpk);
PKCS8_PRIV_KEY_INFO *d2i_PKCS8_PRIV_KEY_INFO_fp(FILE *fp,
                                PKCS8_PRIV_KEY_INFO **p8inf);
int i2d_PKCS8_PRIV_KEY_INFO_fp(FILE *fp, const PKCS8_PRIV_KEY_INFO *p8inf);
int i2d_PKCS8PrivateKeyInfo_fp(FILE *fp, const EVP_PKEY *key);
int i2d_PrivateKey_fp(FILE *fp, const EVP_PKEY *pkey);
EVP_PKEY *d2i_PrivateKey_ex_fp(FILE *fp, EVP_PKEY **a, OSSL_LIB_CTX *libctx,
                       const char *propq);
EVP_PKEY *d2i_PrivateKey_fp(FILE *fp, EVP_PKEY **a);
int i2d_PUBKEY_fp(FILE *fp, const EVP_PKEY *pkey);
EVP_PKEY *d2i_PUBKEY_fp(FILE *fp, EVP_PKEY **a);
#
 endif

X509 *d2i_X509_bio(BIO *bp, X509 **x509);
int i2d_X509_bio(BIO *bp, const X509 *x509);
X509_CRL *d2i_X509_CRL_bio(BIO *bp, X509_CRL **crl);
int i2d_X509_CRL_bio(BIO *bp, const X509_CRL *crl);
X509_REQ *d2i_X509_REQ_bio(BIO *bp, X509_REQ **req);
int i2d_X509_REQ_bio(BIO *bp, const X509_REQ *req);
#  ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 RSA *d2i_RSAPrivateKey_bio(BIO *bp, RSA **rsa);
OSSL_DEPRECATEDIN_3_0 int i2d_RSAPrivateKey_bio(BIO *bp, const RSA *rsa);
OSSL_DEPRECATEDIN_3_0 RSA *d2i_RSAPublicKey_bio(BIO *bp, RSA **rsa);
OSSL_DEPRECATEDIN_3_0 int i2d_RSAPublicKey_bio(BIO *bp, const RSA *rsa);
OSSL_DEPRECATEDIN_3_0 RSA *d2i_RSA_PUBKEY_bio(BIO *bp, RSA **rsa);
OSSL_DEPRECATEDIN_3_0 int i2d_RSA_PUBKEY_bio(BIO *bp, const RSA *rsa);
#  endif
#  ifndef OPENSSL_NO_DEPRECATED_3_0
#   ifndef OPENSSL_NO_DSA
OSSL_DEPRECATEDIN_3_0 DSA *d2i_DSA_PUBKEY_bio(BIO *bp, DSA **dsa);
OSSL_DEPRECATEDIN_3_0 int i2d_DSA_PUBKEY_bio(BIO *bp, const DSA *dsa);
OSSL_DEPRECATEDIN_3_0 DSA *d2i_DSAPrivateKey_bio(BIO
 *bp, DSA **dsa);
OSSL_DEPRECATEDIN_3_0 int i2d_DSAPrivateKey_bio(BIO *bp, const DSA *dsa);
#   endif
#  endif
```

```
#  ifndef OPENSSL_NO_DEPRECATED_3_0
#   ifndef OPENSSL_NO_EC
OSSL_DEPRECATEDIN_3_0 EC_KEY *d2i_EC_PUBKEY_bio(BIO *bp, EC_KEY **eckey);
OSSL_DEPRECATEDIN_3_0 int i2d_EC_PUBKEY_bio(BIO *bp, const EC_KEY *eckey);
OSSL_DEPRECATEDIN_3_0 EC_KEY *d2i_ECPrivateKey_bio(BIO *bp, EC_KEY **eckey);
OSSL_DEPRECATEDIN_3_0 int i2d_ECPrivateKey_bio(BIO *bp, const EC_KEY *eckey);
#   endif /* OPENSSL_NO_EC */
#  endif /* OPENSSL_NO_DEPRECATED_3_0 */

X509_SIG *d2i_PKCS8_bio(BIO *bp, X509_SIG **p8);
int i2d_PKCS8_bio(BIO *bp, const X509_SIG *p8);
X509_PUBKEY *d2i_X509_PUBKEY_bio(BIO *bp, X509_PUBKEY **xpk);
int i2d_X509_PUBKEY_bio(BIO *bp, const X509_PUBKEY *xpk);
PKCS8_PRIV_KEY_INFO *d2i_PKCS8_PRIV_KEY_INFO_bio(BIO *bp,
                                 PKCS8_PRIV_KEY_INFO **p8inf);
int i2d_PKCS8_PRIV_KEY_INFO_bio(BIO *bp, const PKCS8_PRIV_KEY_INFO *p8inf);
int
 i2d_PKCS8PrivateKeyInfo_bio(BIO *bp, const EVP_PKEY *key);
int i2d_PrivateKey_bio(BIO *bp, const EVP_PKEY *pkey);
EVP_PKEY *d2i_PrivateKey_ex_bio(BIO *bp, EVP_PKEY **a, OSSL_LIB_CTX *libctx,
                    const char *propq);
EVP_PKEY *d2i_PrivateKey_bio(BIO *bp, EVP_PKEY **a);
int i2d_PUBKEY_bio(BIO *bp, const EVP_PKEY *pkey);
EVP_PKEY *d2i_PUBKEY_bio(BIO *bp, EVP_PKEY **a);

DECLARE_ASN1_DUP_FUNCTION(X509)
DECLARE_ASN1_DUP_FUNCTION(X509_ALGOR)
DECLARE_ASN1_DUP_FUNCTION(X509_ATTRIBUTE)
DECLARE_ASN1_DUP_FUNCTION(X509_CRL)
DECLARE_ASN1_DUP_FUNCTION(X509_EXTENSION)
DECLARE_ASN1_DUP_FUNCTION(X509_PUBKEY)
DECLARE_ASN1_DUP_FUNCTION(X509_REQ)
DECLARE_ASN1_DUP_FUNCTION(X509_REVOKED)
int X509_ALGOR_set0(X509_ALGOR *alg, ASN1_OBJECT *aobj, int ptype,
            void *pval);
void X509_ALGOR_get0(const ASN1_OBJECT **paobj, int *pptype,
             const void **ppval, const X509_ALGOR *algor);
void X509_ALGOR_set_md(X509_ALGOR *alg, const EVP_MD *md);
int
 X509_ALGOR_cmp(const X509_ALGOR *a, const X509_ALGOR *b);
int X509_ALGOR_copy(X509_ALGOR *dest, const X509_ALGOR *src);

DECLARE_ASN1_DUP_FUNCTION(X509_NAME)
DECLARE_ASN1_DUP_FUNCTION(X509_NAME_ENTRY)

int X509_cmp_time(const ASN1_TIME *s, time_t *t);
int X509_cmp_current_time(const ASN1_TIME *s);
int X509_cmp_timeframe(const X509_VERIFY_PARAM *vpm,
```

```
                const ASN1_TIME *start, const ASN1_TIME *end);
ASN1_TIME *X509_time_adj(ASN1_TIME *s, long adj, time_t *t);
ASN1_TIME *X509_time_adj_ex(ASN1_TIME *s,
                    int offset_day, long offset_sec, time_t *t);
ASN1_TIME *X509_gmtime_adj(ASN1_TIME *s, long adj);

const char *X509_get_default_cert_area(void);
const char *X509_get_default_cert_dir(void);
const char *X509_get_default_cert_file(void);
const char *X509_get_default_cert_dir_env(void);
const char *X509_get_default_cert_file_env(void);
const char *X509_get_default_private_dir(void);

X509_REQ *X509_to_X509_REQ(X509 *x, EVP_PKEY *pkey, const EVP_MD
 *md);
X509 *X509_REQ_to_X509(X509_REQ *r, int days, EVP_PKEY *pkey);

DECLARE_ASN1_FUNCTIONS(X509_ALGOR)
DECLARE_ASN1_ENCODE_FUNCTIONS(X509_ALGORS, X509_ALGORS, X509_ALGORS)
DECLARE_ASN1_FUNCTIONS(X509_VAL)

DECLARE_ASN1_FUNCTIONS(X509_PUBKEY)

X509_PUBKEY *X509_PUBKEY_new_ex(OSSL_LIB_CTX *libctx, const char *propq);
int X509_PUBKEY_set(X509_PUBKEY **x, EVP_PKEY *pkey);
EVP_PKEY *X509_PUBKEY_get0(const X509_PUBKEY *key);
EVP_PKEY *X509_PUBKEY_get(const X509_PUBKEY *key);
int X509_get_pubkey_parameters(EVP_PKEY *pkey, STACK_OF(X509) *chain);
long X509_get_pathlen(X509 *x);
DECLARE_ASN1_ENCODE_FUNCTIONS_only(EVP_PKEY, PUBKEY)
EVP_PKEY *d2i_PUBKEY_ex(EVP_PKEY **a, const unsigned char **pp, long length,
                OSSL_LIB_CTX *libctx, const char *propq);
# ifndef OPENSSL_NO_DEPRECATED_3_0
DECLARE_ASN1_ENCODE_FUNCTIONS_only_attr(OSSL_DEPRECATEDIN_3_0,RSA, RSA_PUBKEY)
# endif
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  ifndef OPENSSL_NO_DSA
DECLARE_ASN1_ENCODE_FUNCTIONS_only_attr(OSSL_DEPRECATEDIN_3_0,DSA,
 DSA_PUBKEY)
#  endif
# endif
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  ifndef OPENSSL_NO_EC
DECLARE_ASN1_ENCODE_FUNCTIONS_only_attr(OSSL_DEPRECATEDIN_3_0, EC_KEY, EC_PUBKEY)
#  endif
# endif

DECLARE_ASN1_FUNCTIONS(X509_SIG)
```

```
void X509_SIG_get0(const X509_SIG *sig, const X509_ALGOR **palg,
                   const ASN1_OCTET_STRING **pdigest);
void X509_SIG_getm(X509_SIG *sig, X509_ALGOR **palg,
                   ASN1_OCTET_STRING **pdigest);

DECLARE_ASN1_FUNCTIONS(X509_REQ_INFO)
DECLARE_ASN1_FUNCTIONS(X509_REQ)
X509_REQ *X509_REQ_new_ex(OSSL_LIB_CTX *libctx, const char *propq);

DECLARE_ASN1_FUNCTIONS(X509_ATTRIBUTE)
X509_ATTRIBUTE *X509_ATTRIBUTE_create(int nid, int atrtype, void *value);

DECLARE_ASN1_FUNCTIONS(X509_EXTENSION)
DECLARE_ASN1_ENCODE_FUNCTIONS(X509_EXTENSIONS, X509_EXTENSIONS, X509_EXTENSIONS)

DECLARE_ASN1_FUNCTIONS(X509_NAME_ENTRY)

DECLARE_ASN1_FUNCTIONS(X509_NAME)

int X509_NAME_set(X509_NAME **xn, const X509_NAME *name);

DECLARE_ASN1_FUNCTIONS(X509_CINF)
DECLARE_ASN1_FUNCTIONS(X509)
X509
 *X509_new_ex(OSSL_LIB_CTX *libctx, const char *propq);
DECLARE_ASN1_FUNCTIONS(X509_CERT_AUX)

#define X509_get_ex_new_index(l, p, newf, dupf, freef) \
  CRYPTO_get_ex_new_index(CRYPTO_EX_INDEX_X509, l, p, newf, dupf, freef)
int X509_set_ex_data(X509 *r, int idx, void *arg);
void *X509_get_ex_data(const X509 *r, int idx);
DECLARE_ASN1_ENCODE_FUNCTIONS_only(X509,X509_AUX)

int i2d_re_X509_tbs(X509 *x, unsigned char **pp);

int X509_SIG_INFO_get(const X509_SIG_INFO *siginf, int *mdnid, int *pknid,
                      int *secbits, uint32_t *flags);
void X509_SIG_INFO_set(X509_SIG_INFO *siginf, int mdnid, int pknid,
                       int secbits, uint32_t flags);

int X509_get_signature_info(X509 *x, int *mdnid, int *pknid, int *secbits,
                            uint32_t *flags);

void X509_get0_signature(const ASN1_BIT_STRING **psig,
                         const X509_ALGOR **palg, const X509 *x);
int X509_get_signature_nid(const
 X509 *x);
```

```
void X509_set0_distinguishing_id(X509 *x, ASN1_OCTET_STRING *d_id);
ASN1_OCTET_STRING *X509_get0_distinguishing_id(X509 *x);
void X509_REQ_set0_distinguishing_id(X509_REQ *x, ASN1_OCTET_STRING *d_id);
ASN1_OCTET_STRING *X509_REQ_get0_distinguishing_id(X509_REQ *x);

int X509_alias_set1(X509 *x, const unsigned char *name, int len);
int X509_keyid_set1(X509 *x, const unsigned char *id, int len);
unsigned char *X509_alias_get0(X509 *x, int *len);
unsigned char *X509_keyid_get0(X509 *x, int *len);

DECLARE_ASN1_FUNCTIONS(X509_REVOKED)
DECLARE_ASN1_FUNCTIONS(X509_CRL_INFO)
DECLARE_ASN1_FUNCTIONS(X509_CRL)
X509_CRL *X509_CRL_new_ex(OSSL_LIB_CTX *libctx, const char *propq);

int X509_CRL_add0_revoked(X509_CRL *crl, X509_REVOKED *rev);
int X509_CRL_get0_by_serial(X509_CRL *crl,
                            X509_REVOKED **ret, const ASN1_INTEGER *serial);
int X509_CRL_get0_by_cert(X509_CRL *crl, X509_REVOKED **ret, X509 *x);

X509_PKEY *X509_PKEY_new(void);
void X509_PKEY_free(X509_PKEY
 *a);

DECLARE_ASN1_FUNCTIONS(NETSCAPE_SPKI)
DECLARE_ASN1_FUNCTIONS(NETSCAPE_SPKAC)
DECLARE_ASN1_FUNCTIONS(NETSCAPE_CERT_SEQUENCE)

X509_INFO *X509_INFO_new(void);
void X509_INFO_free(X509_INFO *a);
char *X509_NAME_oneline(const X509_NAME *a, char *buf, int size);

#ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0
int ASN1_verify(i2d_of_void *i2d, X509_ALGOR *algor1,
           ASN1_BIT_STRING *signature, char *data, EVP_PKEY *pkey);
OSSL_DEPRECATEDIN_3_0
int ASN1_digest(i2d_of_void *i2d, const EVP_MD *type, char *data,
           unsigned char *md, unsigned int *len);
OSSL_DEPRECATEDIN_3_0
int ASN1_sign(i2d_of_void *i2d, X509_ALGOR *algor1, X509_ALGOR *algor2,
          ASN1_BIT_STRING *signature, char *data, EVP_PKEY *pkey,
          const EVP_MD *type);
#endif
int ASN1_item_digest(const ASN1_ITEM *it, const EVP_MD *type, void *data,
                unsigned char *md, unsigned int *len);
int ASN1_item_verify(const ASN1_ITEM *it, const X509_ALGOR *alg,
```

```
                const ASN1_BIT_STRING *signature, const void *data,
                EVP_PKEY *pkey);
int ASN1_item_verify_ctx(const ASN1_ITEM *it, const X509_ALGOR *alg,
                  const ASN1_BIT_STRING *signature, const void *data,
                  EVP_MD_CTX *ctx);
int ASN1_item_sign(const ASN1_ITEM *it, X509_ALGOR *algor1, X509_ALGOR *algor2,
              ASN1_BIT_STRING *signature, const void *data,
              EVP_PKEY *pkey, const EVP_MD *md);
int ASN1_item_sign_ctx(const ASN1_ITEM *it, X509_ALGOR *algor1,
                X509_ALGOR *algor2, ASN1_BIT_STRING *signature,
                const void *data, EVP_MD_CTX *ctx);

#define X509_VERSION_1 0
#define X509_VERSION_2 1
#define X509_VERSION_3 2

long X509_get_version(const X509 *x);
int X509_set_version(X509 *x, long version);
int X509_set_serialNumber(X509 *x, ASN1_INTEGER *serial);
ASN1_INTEGER *X509_get_serialNumber(X509 *x);
const ASN1_INTEGER *X509_get0_serialNumber(const
 X509 *x);
int X509_set_issuer_name(X509 *x, const X509_NAME *name);
X509_NAME *X509_get_issuer_name(const X509 *a);
int X509_set_subject_name(X509 *x, const X509_NAME *name);
X509_NAME *X509_get_subject_name(const X509 *a);
const ASN1_TIME * X509_get0_notBefore(const X509 *x);
ASN1_TIME *X509_getm_notBefore(const X509 *x);
int X509_set1_notBefore(X509 *x, const ASN1_TIME *tm);
const ASN1_TIME *X509_get0_notAfter(const X509 *x);
ASN1_TIME *X509_getm_notAfter(const X509 *x);
int X509_set1_notAfter(X509 *x, const ASN1_TIME *tm);
int X509_set_pubkey(X509 *x, EVP_PKEY *pkey);
int X509_up_ref(X509 *x);
int X509_get_signature_type(const X509 *x);

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define X509_get_notBefore X509_getm_notBefore
#  define X509_get_notAfter X509_getm_notAfter
#  define X509_set_notBefore X509_set1_notBefore
#  define X509_set_notAfter X509_set1_notAfter
#endif


/*
* This one is only used so that a binary form can output, as in
* i2d_X509_PUBKEY(X509_get_X509_PUBKEY(x),
```

```
 &buf)
*/
X509_PUBKEY *X509_get_X509_PUBKEY(const X509 *x);
const STACK_OF(X509_EXTENSION) *X509_get0_extensions(const X509 *x);
void X509_get0_uids(const X509 *x, const ASN1_BIT_STRING **piuid,
                    const ASN1_BIT_STRING **psuid);
const X509_ALGOR *X509_get0_tbs_sigalg(const X509 *x);

EVP_PKEY *X509_get0_pubkey(const X509 *x);
EVP_PKEY *X509_get_pubkey(X509 *x);
ASN1_BIT_STRING *X509_get0_pubkey_bitstr(const X509 *x);

#define X509_REQ_VERSION_1 0

long X509_REQ_get_version(const X509_REQ *req);
int X509_REQ_set_version(X509_REQ *x, long version);
X509_NAME *X509_REQ_get_subject_name(const X509_REQ *req);
int X509_REQ_set_subject_name(X509_REQ *req, const X509_NAME *name);
void X509_REQ_get0_signature(const X509_REQ *req, const ASN1_BIT_STRING **psig,
                             const X509_ALGOR **palg);
void X509_REQ_set0_signature(X509_REQ *req, ASN1_BIT_STRING *psig);
int X509_REQ_set1_signature_algo(X509_REQ *req, X509_ALGOR *palg);
int X509_REQ_get_signature_nid(const
 X509_REQ *req);
int i2d_re_X509_REQ_tbs(X509_REQ *req, unsigned char **pp);
int X509_REQ_set_pubkey(X509_REQ *x, EVP_PKEY *pkey);
EVP_PKEY *X509_REQ_get_pubkey(X509_REQ *req);
EVP_PKEY *X509_REQ_get0_pubkey(X509_REQ *req);
X509_PUBKEY *X509_REQ_get_X509_PUBKEY(X509_REQ *req);
int X509_REQ_extension_nid(int nid);
int *X509_REQ_get_extension_nids(void);
void X509_REQ_set_extension_nids(int *nids);
STACK_OF(X509_EXTENSION) *X509_REQ_get_extensions(X509_REQ *req);
int X509_REQ_add_extensions_nid(X509_REQ *req,
                                const STACK_OF(X509_EXTENSION) *exts, int nid);
int X509_REQ_add_extensions(X509_REQ *req, const STACK_OF(X509_EXTENSION) *ext);
int X509_REQ_get_attr_count(const X509_REQ *req);
int X509_REQ_get_attr_by_NID(const X509_REQ *req, int nid, int lastpos);
int X509_REQ_get_attr_by_OBJ(const X509_REQ *req, const ASN1_OBJECT *obj,
                             int lastpos);
X509_ATTRIBUTE *X509_REQ_get_attr(const X509_REQ *req, int loc);
X509_ATTRIBUTE
 *X509_REQ_delete_attr(X509_REQ *req, int loc);
int X509_REQ_add1_attr(X509_REQ *req, X509_ATTRIBUTE *attr);
int X509_REQ_add1_attr_by_OBJ(X509_REQ *req,
                              const ASN1_OBJECT *obj, int type,
                              const unsigned char *bytes, int len);
int X509_REQ_add1_attr_by_NID(X509_REQ *req,
```

```
                        int nid, int type,
                        const unsigned char *bytes, int len);
int X509_REQ_add1_attr_by_txt(X509_REQ *req,
                        const char *attrname, int type,
                        const unsigned char *bytes, int len);

#define X509_CRL_VERSION_1 0
#define X509_CRL_VERSION_2 1

int X509_CRL_set_version(X509_CRL *x, long version);
int X509_CRL_set_issuer_name(X509_CRL *x, const X509_NAME *name);
int X509_CRL_set1_lastUpdate(X509_CRL *x, const ASN1_TIME *tm);
int X509_CRL_set1_nextUpdate(X509_CRL *x, const ASN1_TIME *tm);
int X509_CRL_sort(X509_CRL *crl);
int X509_CRL_up_ref(X509_CRL *crl);

#
 ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define X509_CRL_set_lastUpdate X509_CRL_set1_lastUpdate
#  define X509_CRL_set_nextUpdate X509_CRL_set1_nextUpdate
#endif

long X509_CRL_get_version(const X509_CRL *crl);
const ASN1_TIME *X509_CRL_get0_lastUpdate(const X509_CRL *crl);
const ASN1_TIME *X509_CRL_get0_nextUpdate(const X509_CRL *crl);
#ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 ASN1_TIME *X509_CRL_get_lastUpdate(X509_CRL *crl);
OSSL_DEPRECATEDIN_1_1_0 ASN1_TIME *X509_CRL_get_nextUpdate(X509_CRL *crl);
#endif
X509_NAME *X509_CRL_get_issuer(const X509_CRL *crl);
const STACK_OF(X509_EXTENSION) *X509_CRL_get0_extensions(const X509_CRL *crl);
STACK_OF(X509_REVOKED) *X509_CRL_get_REVOKED(X509_CRL *crl);
void X509_CRL_get0_signature(const X509_CRL *crl, const ASN1_BIT_STRING **psig,
                        const X509_ALGOR **palg);
int X509_CRL_get_signature_nid(const X509_CRL *crl);
int i2d_re_X509_CRL_tbs(X509_CRL *req, unsigned char **pp);

const ASN1_INTEGER *X509_REVOKED_get0_serialNumber(const
 X509_REVOKED *x);
int X509_REVOKED_set_serialNumber(X509_REVOKED *x, ASN1_INTEGER *serial);
const ASN1_TIME *X509_REVOKED_get0_revocationDate(const X509_REVOKED *x);
int X509_REVOKED_set_revocationDate(X509_REVOKED *r, ASN1_TIME *tm);
const STACK_OF(X509_EXTENSION) *
X509_REVOKED_get0_extensions(const X509_REVOKED *r);

X509_CRL *X509_CRL_diff(X509_CRL *base, X509_CRL *newer,
                EVP_PKEY *skey, const EVP_MD *md, unsigned int flags);
```

```
int X509_REQ_check_private_key(X509_REQ *x509, EVP_PKEY *pkey);

int X509_check_private_key(const X509 *x509, const EVP_PKEY *pkey);
int X509_chain_check_suiteb(int *perror_depth,
                            X509 *x, STACK_OF(X509) *chain,
                            unsigned long flags);
int X509_CRL_check_suiteb(X509_CRL *crl, EVP_PKEY *pk, unsigned long flags);
STACK_OF(X509) *X509_chain_up_ref(STACK_OF(X509) *chain);

int X509_issuer_and_serial_cmp(const X509 *a, const X509 *b);
unsigned long X509_issuer_and_serial_hash(X509
 *a);

int X509_issuer_name_cmp(const X509 *a, const X509 *b);
unsigned long X509_issuer_name_hash(X509 *a);

int X509_subject_name_cmp(const X509 *a, const X509 *b);
unsigned long X509_subject_name_hash(X509 *x);

# ifndef OPENSSL_NO_MD5
unsigned long X509_issuer_name_hash_old(X509 *a);
unsigned long X509_subject_name_hash_old(X509 *x);
# endif

# define X509_ADD_FLAG_DEFAULT  0
# define X509_ADD_FLAG_UP_REF   0x1
# define X509_ADD_FLAG_PREPEND  0x2
# define X509_ADD_FLAG_NO_DUP   0x4
# define X509_ADD_FLAG_NO_SS    0x8
int X509_add_cert(STACK_OF(X509) *sk, X509 *cert, int flags);
int X509_add_certs(STACK_OF(X509) *sk, STACK_OF(X509) *certs, int flags);

int X509_cmp(const X509 *a, const X509 *b);
int X509_NAME_cmp(const X509_NAME *a, const X509_NAME *b);
#ifndef OPENSSL_NO_DEPRECATED_3_0
# define X509_NAME_hash(x) X509_NAME_hash_ex(x, NULL, NULL, NULL)
OSSL_DEPRECATEDIN_3_0 int X509_certificate_type(const X509 *x,

      const EVP_PKEY *pubkey);
#endif
unsigned long X509_NAME_hash_ex(const X509_NAME *x, OSSL_LIB_CTX *libctx,
                                const char *propq, int *ok);
unsigned long X509_NAME_hash_old(const X509_NAME *x);

int X509_CRL_cmp(const X509_CRL *a, const X509_CRL *b);
int X509_CRL_match(const X509_CRL *a, const X509_CRL *b);
int X509_aux_print(BIO *out, X509 *x, int indent);
# ifndef OPENSSL_NO_STDIO
```

```
int X509_print_ex_fp(FILE *bp, X509 *x, unsigned long nmflag,
                     unsigned long cflag);
int X509_print_fp(FILE *bp, X509 *x);
int X509_CRL_print_fp(FILE *bp, X509_CRL *x);
int X509_REQ_print_fp(FILE *bp, X509_REQ *req);
int X509_NAME_print_ex_fp(FILE *fp, const X509_NAME *nm, int indent,
                          unsigned long flags);
# endif

int X509_NAME_print(BIO *bp, const X509_NAME *name, int obase);
int X509_NAME_print_ex(BIO *out, const X509_NAME *nm, int indent,
                       unsigned long flags);
int X509_print_ex(BIO *bp, X509 *x, unsigned
 long nmflag,
                  unsigned long cflag);
int X509_print(BIO *bp, X509 *x);
int X509_ocspid_print(BIO *bp, X509 *x);
int X509_CRL_print_ex(BIO *out, X509_CRL *x, unsigned long nmflag);
int X509_CRL_print(BIO *bp, X509_CRL *x);
int X509_REQ_print_ex(BIO *bp, X509_REQ *x, unsigned long nmflag,
                      unsigned long cflag);
int X509_REQ_print(BIO *bp, X509_REQ *req);

int X509_NAME_entry_count(const X509_NAME *name);
int X509_NAME_get_text_by_NID(const X509_NAME *name, int nid,
                              char *buf, int len);
int X509_NAME_get_text_by_OBJ(const X509_NAME *name, const ASN1_OBJECT *obj,
                              char *buf, int len);

/*
* NOTE: you should be passing -1, not 0 as lastpos. The functions that use
* lastpos, search after that position on.
*/
int X509_NAME_get_index_by_NID(const X509_NAME *name, int nid, int lastpos);
int X509_NAME_get_index_by_OBJ(const X509_NAME *name, const ASN1_OBJECT *obj,

 int lastpos);
X509_NAME_ENTRY *X509_NAME_get_entry(const X509_NAME *name, int loc);
X509_NAME_ENTRY *X509_NAME_delete_entry(X509_NAME *name, int loc);
int X509_NAME_add_entry(X509_NAME *name, const X509_NAME_ENTRY *ne,
                        int loc, int set);
int X509_NAME_add_entry_by_OBJ(X509_NAME *name, const ASN1_OBJECT *obj, int type,
                               const unsigned char *bytes, int len, int loc,
                               int set);
int X509_NAME_add_entry_by_NID(X509_NAME *name, int nid, int type,
                               const unsigned char *bytes, int len, int loc,
                               int set);
X509_NAME_ENTRY *X509_NAME_ENTRY_create_by_txt(X509_NAME_ENTRY **ne,
```

```
                                const char *field, int type,
                                const unsigned char *bytes,
                                int len);
X509_NAME_ENTRY *X509_NAME_ENTRY_create_by_NID(X509_NAME_ENTRY **ne, int nid,
                                 int type,
                                const unsigned char *bytes,
                                int len);
int X509_NAME_add_entry_by_txt(X509_NAME *name, const char *field, int type,
                        const unsigned char *bytes, int len, int loc,
                        int set);
X509_NAME_ENTRY *X509_NAME_ENTRY_create_by_OBJ(X509_NAME_ENTRY **ne,
                                const ASN1_OBJECT *obj, int type,
                                const unsigned char *bytes,
                                int len);
int X509_NAME_ENTRY_set_object(X509_NAME_ENTRY *ne, const ASN1_OBJECT *obj);
int X509_NAME_ENTRY_set_data(X509_NAME_ENTRY *ne, int type,
                     const unsigned char *bytes, int len);
ASN1_OBJECT *X509_NAME_ENTRY_get_object(const X509_NAME_ENTRY *ne);
ASN1_STRING * X509_NAME_ENTRY_get_data(const X509_NAME_ENTRY
 *ne);
int X509_NAME_ENTRY_set(const X509_NAME_ENTRY *ne);

int X509_NAME_get0_der(const X509_NAME *nm, const unsigned char **pder,
                 size_t *pderlen);

int X509v3_get_ext_count(const STACK_OF(X509_EXTENSION) *x);
int X509v3_get_ext_by_NID(const STACK_OF(X509_EXTENSION) *x,
                    int nid, int lastpos);
int X509v3_get_ext_by_OBJ(const STACK_OF(X509_EXTENSION) *x,
                    const ASN1_OBJECT *obj, int lastpos);
int X509v3_get_ext_by_critical(const STACK_OF(X509_EXTENSION) *x,
                        int crit, int lastpos);
X509_EXTENSION *X509v3_get_ext(const STACK_OF(X509_EXTENSION) *x, int loc);
X509_EXTENSION *X509v3_delete_ext(STACK_OF(X509_EXTENSION) *x, int loc);
STACK_OF(X509_EXTENSION) *X509v3_add_ext(STACK_OF(X509_EXTENSION) **x,
                             X509_EXTENSION *ex, int loc);

int X509_get_ext_count(const X509 *x);
int X509_get_ext_by_NID(const X509 *x, int nid, int lastpos);
int X509_get_ext_by_OBJ(const
 X509 *x, const ASN1_OBJECT *obj, int lastpos);
int X509_get_ext_by_critical(const X509 *x, int crit, int lastpos);
X509_EXTENSION *X509_get_ext(const X509 *x, int loc);
X509_EXTENSION *X509_delete_ext(X509 *x, int loc);
int X509_add_ext(X509 *x, X509_EXTENSION *ex, int loc);
void *X509_get_ext_d2i(const X509 *x, int nid, int *crit, int *idx);
int X509_add1_ext_i2d(X509 *x, int nid, void *value, int crit,
                 unsigned long flags);
```

```
int X509_CRL_get_ext_count(const X509_CRL *x);
int X509_CRL_get_ext_by_NID(const X509_CRL *x, int nid, int lastpos);
int X509_CRL_get_ext_by_OBJ(const X509_CRL *x, const ASN1_OBJECT *obj,
                 int lastpos);
int X509_CRL_get_ext_by_critical(const X509_CRL *x, int crit, int lastpos);
X509_EXTENSION *X509_CRL_get_ext(const X509_CRL *x, int loc);
X509_EXTENSION *X509_CRL_delete_ext(X509_CRL *x, int loc);
int X509_CRL_add_ext(X509_CRL *x, X509_EXTENSION *ex, int loc);
void *X509_CRL_get_ext_d2i(const X509_CRL
 *x, int nid, int *crit, int *idx);
int X509_CRL_add1_ext_i2d(X509_CRL *x, int nid, void *value, int crit,
                 unsigned long flags);

int X509_REVOKED_get_ext_count(const X509_REVOKED *x);
int X509_REVOKED_get_ext_by_NID(const X509_REVOKED *x, int nid, int lastpos);
int X509_REVOKED_get_ext_by_OBJ(const X509_REVOKED *x, const ASN1_OBJECT *obj,
                  int lastpos);
int X509_REVOKED_get_ext_by_critical(const X509_REVOKED *x, int crit,
                       int lastpos);
X509_EXTENSION *X509_REVOKED_get_ext(const X509_REVOKED *x, int loc);
X509_EXTENSION *X509_REVOKED_delete_ext(X509_REVOKED *x, int loc);
int X509_REVOKED_add_ext(X509_REVOKED *x, X509_EXTENSION *ex, int loc);
void *X509_REVOKED_get_ext_d2i(const X509_REVOKED *x, int nid, int *crit,
                  int *idx);
int X509_REVOKED_add1_ext_i2d(X509_REVOKED *x, int nid, void *value, int crit,
                  unsigned long flags);

X509_EXTENSION
 *X509_EXTENSION_create_by_NID(X509_EXTENSION **ex,
                       int nid, int crit,
                       ASN1_OCTET_STRING *data);
X509_EXTENSION *X509_EXTENSION_create_by_OBJ(X509_EXTENSION **ex,
                       const ASN1_OBJECT *obj, int crit,
                       ASN1_OCTET_STRING *data);
int X509_EXTENSION_set_object(X509_EXTENSION *ex, const ASN1_OBJECT *obj);
int X509_EXTENSION_set_critical(X509_EXTENSION *ex, int crit);
int X509_EXTENSION_set_data(X509_EXTENSION *ex, ASN1_OCTET_STRING *data);
ASN1_OBJECT *X509_EXTENSION_get_object(X509_EXTENSION *ex);
ASN1_OCTET_STRING *X509_EXTENSION_get_data(X509_EXTENSION *ne);
int X509_EXTENSION_get_critical(const X509_EXTENSION *ex);

int X509at_get_attr_count(const STACK_OF(X509_ATTRIBUTE) *x);
int X509at_get_attr_by_NID(const STACK_OF(X509_ATTRIBUTE) *x, int nid,
                 int lastpos);
int X509at_get_attr_by_OBJ(const
 STACK_OF(X509_ATTRIBUTE) *sk,
                 const ASN1_OBJECT *obj, int lastpos);
```

```
X509_ATTRIBUTE *X509at_get_attr(const STACK_OF(X509_ATTRIBUTE) *x, int loc);
X509_ATTRIBUTE *X509at_delete_attr(STACK_OF(X509_ATTRIBUTE) *x, int loc);
STACK_OF(X509_ATTRIBUTE) *X509at_add1_attr(STACK_OF(X509_ATTRIBUTE) **x,
                                X509_ATTRIBUTE *attr);
STACK_OF(X509_ATTRIBUTE) *X509at_add1_attr_by_OBJ(STACK_OF(X509_ATTRIBUTE)
                                **x, const ASN1_OBJECT *obj,
                                int type,
                                const unsigned char *bytes,
                                int len);
STACK_OF(X509_ATTRIBUTE) *X509at_add1_attr_by_NID(STACK_OF(X509_ATTRIBUTE)
                                **x, int nid, int type,
                                const unsigned char *bytes,

                        int len);
STACK_OF(X509_ATTRIBUTE) *X509at_add1_attr_by_txt(STACK_OF(X509_ATTRIBUTE)
                                **x, const char *attrname,
                                int type,
                                const unsigned char *bytes,
                                int len);
void *X509at_get0_data_by_OBJ(const STACK_OF(X509_ATTRIBUTE) *x,
                        const ASN1_OBJECT *obj, int lastpos, int type);
X509_ATTRIBUTE *X509_ATTRIBUTE_create_by_NID(X509_ATTRIBUTE **attr, int nid,
                                int atrtype, const void *data,
                                int len);
X509_ATTRIBUTE *X509_ATTRIBUTE_create_by_OBJ(X509_ATTRIBUTE **attr,
                                const ASN1_OBJECT *obj,
                                int atrtype, const void *data,
                                int len);
X509_ATTRIBUTE
 *X509_ATTRIBUTE_create_by_txt(X509_ATTRIBUTE **attr,
                                const char *atrname, int type,
                                const unsigned char *bytes,
                                int len);
int X509_ATTRIBUTE_set1_object(X509_ATTRIBUTE *attr, const ASN1_OBJECT *obj);
int X509_ATTRIBUTE_set1_data(X509_ATTRIBUTE *attr, int attrtype,
                        const void *data, int len);
void *X509_ATTRIBUTE_get0_data(X509_ATTRIBUTE *attr, int idx, int atrtype,
                         void *data);
int X509_ATTRIBUTE_count(const X509_ATTRIBUTE *attr);
ASN1_OBJECT *X509_ATTRIBUTE_get0_object(X509_ATTRIBUTE *attr);
ASN1_TYPE *X509_ATTRIBUTE_get0_type(X509_ATTRIBUTE *attr, int idx);

int EVP_PKEY_get_attr_count(const EVP_PKEY *key);
int EVP_PKEY_get_attr_by_NID(const EVP_PKEY *key, int nid, int lastpos);
int EVP_PKEY_get_attr_by_OBJ(const EVP_PKEY *key, const ASN1_OBJECT *obj,

      int lastpos);
X509_ATTRIBUTE *EVP_PKEY_get_attr(const EVP_PKEY *key, int loc);
```

```
X509_ATTRIBUTE *EVP_PKEY_delete_attr(EVP_PKEY *key, int loc);
int EVP_PKEY_add1_attr(EVP_PKEY *key, X509_ATTRIBUTE *attr);
int EVP_PKEY_add1_attr_by_OBJ(EVP_PKEY *key,
                       const ASN1_OBJECT *obj, int type,
                       const unsigned char *bytes, int len);
int EVP_PKEY_add1_attr_by_NID(EVP_PKEY *key,
                       int nid, int type,
                       const unsigned char *bytes, int len);
int EVP_PKEY_add1_attr_by_txt(EVP_PKEY *key,
                       const char *attrname, int type,
                       const unsigned char *bytes, int len);

/* lookup a cert from a X509 STACK */
X509 *X509_find_by_issuer_and_serial(STACK_OF(X509) *sk, const X509_NAME *name,
                             const ASN1_INTEGER *serial);
X509 *X509_find_by_subject(STACK_OF(X509) *sk, const X509_NAME *name);

DECLARE_ASN1_FUNCTIONS(PBEPARAM)
DECLARE_ASN1_FUNCTIONS(PBE2PARAM)
DECLARE_ASN1_FUNCTIONS(PBKDF2PARAM)
#ifndef
 OPENSSL_NO_SCRYPT
DECLARE_ASN1_FUNCTIONS(SCRYPT_PARAMS)
#endif

int PKCS5_pbe_set0_algor(X509_ALGOR *algor, int alg, int iter,
                         const unsigned char *salt, int saltlen);
int PKCS5_pbe_set0_algor_ex(X509_ALGOR *algor, int alg, int iter,
                            const unsigned char *salt, int saltlen,
                            OSSL_LIB_CTX *libctx);

X509_ALGOR *PKCS5_pbe_set(int alg, int iter,
                          const unsigned char *salt, int saltlen);
X509_ALGOR *PKCS5_pbe_set_ex(int alg, int iter,
                             const unsigned char *salt, int saltlen,
                             OSSL_LIB_CTX *libctx);

X509_ALGOR *PKCS5_pbe2_set(const EVP_CIPHER *cipher, int iter,
                           unsigned char *salt, int saltlen);
X509_ALGOR *PKCS5_pbe2_set_iv(const EVP_CIPHER *cipher, int iter,
                              unsigned char *salt, int saltlen,
                              unsigned char *aiv, int prf_nid);
X509_ALGOR *PKCS5_pbe2_set_iv_ex(const EVP_CIPHER *cipher, int iter,
                                 unsigned char *salt, int saltlen,
                                 unsigned char *aiv, int prf_nid,
                                 OSSL_LIB_CTX *libctx);

#ifndef OPENSSL_NO_SCRYPT
```

```
X509_ALGOR *PKCS5_pbe2_set_scrypt(const EVP_CIPHER *cipher,
                                  const unsigned char *salt, int saltlen,
                                  unsigned char *aiv, uint64_t N, uint64_t r,
                                  uint64_t p);
#endif

X509_ALGOR *PKCS5_pbkdf2_set(int iter, unsigned char *salt, int saltlen,
                             int prf_nid, int keylen);
X509_ALGOR *PKCS5_pbkdf2_set_ex(int iter, unsigned char *salt, int saltlen,
                                int prf_nid, int keylen,
                                OSSL_LIB_CTX *libctx);

/* PKCS#8 utilities */

DECLARE_ASN1_FUNCTIONS(PKCS8_PRIV_KEY_INFO)

EVP_PKEY
 *EVP_PKCS82PKEY(const PKCS8_PRIV_KEY_INFO *p8);
EVP_PKEY *EVP_PKCS82PKEY_ex(const PKCS8_PRIV_KEY_INFO *p8, OSSL_LIB_CTX *libctx,
                            const char *propq);
PKCS8_PRIV_KEY_INFO *EVP_PKEY2PKCS8(const EVP_PKEY *pkey);

int PKCS8_pkey_set0(PKCS8_PRIV_KEY_INFO *priv, ASN1_OBJECT *aobj,
                    int version, int ptype, void *pval,
                    unsigned char *penc, int penclen);
int PKCS8_pkey_get0(const ASN1_OBJECT **ppkalg,
                    const unsigned char **pk, int *ppklen,
                    const X509_ALGOR **pa, const PKCS8_PRIV_KEY_INFO *p8);

const STACK_OF(X509_ATTRIBUTE) *
PKCS8_pkey_get0_attrs(const PKCS8_PRIV_KEY_INFO *p8);
int PKCS8_pkey_add1_attr(PKCS8_PRIV_KEY_INFO *p8, X509_ATTRIBUTE *attr);
int PKCS8_pkey_add1_attr_by_NID(PKCS8_PRIV_KEY_INFO *p8, int nid, int type,
                                const unsigned char *bytes, int len);
int PKCS8_pkey_add1_attr_by_OBJ(PKCS8_PRIV_KEY_INFO *p8, const ASN1_OBJECT *obj,
                                int type, const unsigned char *bytes, int len);


int X509_PUBKEY_set0_param(X509_PUBKEY *pub, ASN1_OBJECT *aobj,
                           int ptype, void *pval,
                           unsigned char *penc, int penclen);
int X509_PUBKEY_get0_param(ASN1_OBJECT **ppkalg,
                           const unsigned char **pk, int *ppklen,
                           X509_ALGOR **pa, const X509_PUBKEY *pub);
int X509_PUBKEY_eq(const X509_PUBKEY *a, const X509_PUBKEY *b);

# ifdef  __cplusplus
}
```

endif
#endif
BSD-2-Clause
Recognizing Contributors

The project looks to recognize and thank contributors for their contributions as one of the ways we can help them continue to contribute to the project.

This document captures some of the processes we have in place to do that.

Some of the benefits we hope to achieve through these programs include:

* Ensuring people know that the project appreciates their work
* Encouraging people to repeat/grow their contributions
* Helping people demonstrate to their managers the value of the contributions they are making, which in terms helps their manager support their employer investing in the project (unfortunately this is something that matters)
* Highlighting the new features in Node.js and showing that they are being added by individuals like those mentioned. This should encourage other people to get involved and make similar contributions.
* Highlighting those leading efforts/initiatives and they are being done by individuals or teams like those mentioned. This should encourage other people to get involved and make similar contributions

Sponsorship link on nodejs/node README.md

Collaborators may add a single link beside their name on the nodejs/node [`README.md`](../../README.md) file in the section titled `Collaborators` named `Support me`. This link may be:

1. a direct link to one of the sponsorship platforms listed below,
2. a page that has text explaining how to support the collaborator including zero or more links to the sponsorship platforms listed below. The page should not have any outgoing links other than to the sponsorship platforms. We expect and trust collaborators to ensure that the text is professional and respectful.

The sponsorship platforms to which links can be made currently includes (in alphabetical order):

* [GitHub Sponsors](https://github.com/sponsors)
* [Polar](https://polar.sh/)
* thanks.dev

Amplification of posts announcing talks by collaborators

When a collaborator
is speaking at a public event they may request amplification
by the Node.js social media accounts. They can request that a post highlighting
that they are speaking at the event be amplified by the Node.js accounts by
making a request in the #nodejs-social channel in the OpenJS Foundation slack.
We trust that collaborators will only request amplification when they believe
the event is relevant to the Node.js community and the content of the post is
in line with the norms of the project.

Bi-monthly contributor spotlight

The contributor spotlight program showcases individual(s) or teams who have
made signification contributions to the project. Anybody who is not
a member of the Technical Steering Committee (TSC) and has made a
notable contribution to the project can be nominated. They DO NOT need
to be a collaborator, team member etc.

The work of the team or individual(s) will be showcased on the
Node.js social channels and, if warranted, through a blog post created by the
OpenJS
marketing staff along with the team or individual(s) which will
be published on openjsf.org.

Nominations can be made through this web form:
[Contributor Spotlight nomination](https://forms.gle/dXBXZn8yu83HLJ57A)

Nominations will be reviewed/approved by the Technical Steering Committee (TSC)
on a regular basis as scheduled by the TSC chair. The TSC will also
recommend the order in which approved nominations are processed
by the OpenJS marketing staff.

Before any work proceeds on an approved nomination the individual(s)
or team will be contacted to confirm they want to participate. Social
content and or spotlight blog post will only be published after the
team or individual(s) have confirmed they are happy with the content.
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  './config/archs/BSD-x86/asm/engines/e_padlock-x86.S',
  './config/archs/BSD-x86/asm/providers/common/der/der_sm2_gen.c',
  './config/archs/BSD-x86/asm/providers/common/der/der_digests_gen.c',
  './config/archs/BSD-x86/asm/providers/common/der/der_dsa_gen.c',
  './config/archs/BSD-x86/asm/providers/common/der/der_ec_gen.c',
   './config/archs/BSD-x86/asm/providers/common/der/der_ecx_gen.c',
  './config/archs/BSD-x86/asm/providers/common/der/der_rsa_gen.c',
  './config/archs/BSD-x86/asm/providers/common/der/der_wrap_gen.c',
  './config/archs/BSD-x86/asm/providers/legacy.ld',
  './config/archs/BSD-x86/asm/providers/fips.ld',

],
'openssl_defines_BSD-x86': [
  'NDEBUG',
  'L_ENDIAN',
  'OPENSSL_BUILDING_OPENSSL',
  'AES_ASM',
  'DES_ASM',
  'ECP_NISTZ256_ASM',
  'FIPS_MODULE',
  'GHASH_ASM',
  'OPENSSL_BN_ASM_GF2m',
```

```
    'OPENSSL_BN_ASM_MONT',
    'OPENSSL_BN_ASM_PART_WORDS',
    'OPENSSL_CPUID_OBJ',
    'OPENSSL_IA32_SSE2',
    'SHA1_ASM',
    'SHA256_ASM',
    'SHA512_ASM',
    'VPAES_ASM',
    'FIPS_MODULE',
  ],
  'openssl_cflags_BSD-x86': [
    '-Wa,--noexecstack',
    '-Wall -O3 -fomit-frame-pointer',
    '-pthread',
    '-Wall -O3 -fomit-frame-pointer',
  ],
  'openssl_ex_libs_BSD-x86': [
    '-pthread',
   ],
  'linker_script': ''
 },
 'include_dirs': [
  '.',
  './include',
  './crypto',
  './crypto/include/internal',
  './providers/common/include',
 ],
 'defines': ['<@(openssl_defines_BSD-x86)'],
 'cflags': ['<@(openssl_cflags_BSD-x86)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86)'],

 'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86)'],
 'direct_dependent_settings': {
   'include_dirs': ['./include', '.'],
   'defines': ['<@(openssl_defines_BSD-x86)'],
 },
}
```

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/*
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*
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*/

#ifndef OPENSSL_OPENSSLV_H
# define OPENSSL_OPENSSLV_H
# pragma once

# ifdef  __cplusplus
extern "C" {
# endif

/*
* SECTION 1: VERSION DATA.  These will change for each release
*/

/*
* Base version macros
*
* These macros express version number MAJOR.MINOR.PATCH exactly
*/
# define OPENSSL_VERSION_MAJOR  3
# define OPENSSL_VERSION_MINOR  0
# define OPENSSL_VERSION_PATCH  16

/*
* Additional version information
*
* These are also part of the new version scheme, but aren't part
* of the version number itself.
*/

/* Could be: #define OPENSSL_VERSION_PRE_RELEASE
 "-alpha.1" */
# define OPENSSL_VERSION_PRE_RELEASE ""
```

```
/* Could be: #define OPENSSL_VERSION_BUILD_METADATA "+fips" */
/* Could be: #define OPENSSL_VERSION_BUILD_METADATA "+vendor.1" */
# define OPENSSL_VERSION_BUILD_METADATA ""

/*
* Note: The OpenSSL Project will never define OPENSSL_VERSION_BUILD_METADATA
* to be anything but the empty string.  Its use is entirely reserved for
* others
*/

/*
* Shared library version
*
* This is strictly to express ABI version, which may or may not
* be related to the API version expressed with the macros above.
* This is defined in free form.
*/
# define OPENSSL_SHLIB_VERSION 3

/*
* SECTION 2: USEFUL MACROS
*/

/* For checking general API compatibility when preprocessing */
# define OPENSSL_VERSION_PREREQ(maj,min)                         \
  ((OPENSSL_VERSION_MAJOR << 16) + OPENSSL_VERSION_MINOR >= ((maj) << 16) + (min))

/*
* Macros to get the version in easily digested string form, both the short
* "MAJOR.MINOR.PATCH" variant
 (where MAJOR, MINOR and PATCH are replaced
* with the values from the corresponding OPENSSL_VERSION_ macros) and the
* longer variant with OPENSSL_VERSION_PRE_RELEASE_STR and
* OPENSSL_VERSION_BUILD_METADATA_STR appended.
*/
# define OPENSSL_VERSION_STR "3.0.16"
# define OPENSSL_FULL_VERSION_STR "3.0.16"

/*
* SECTION 3: ADDITIONAL METADATA
*
* These strings are defined separately to allow them to be parsable.
*/
# define OPENSSL_RELEASE_DATE "11 Feb 2025"

/*
* SECTION 4: BACKWARD COMPATIBILITY
*/
```

```
# define OPENSSL_VERSION_TEXT "OpenSSL 3.0.16 11 Feb 2025"

/* Synthesize OPENSSL_VERSION_NUMBER with the layout 0xMNN00PPSL */
# ifdef OPENSSL_VERSION_PRE_RELEASE
#  define _OPENSSL_VERSION_PRE_RELEASE 0x0L
# else
#  define _OPENSSL_VERSION_PRE_RELEASE 0xfL
# endif
# define OPENSSL_VERSION_NUMBER         \
  ( (OPENSSL_VERSION_MAJOR<<28)       \
    |(OPENSSL_VERSION_MINOR<<20)      \
    |(OPENSSL_VERSION_PATCH<<4)       \
    |_OPENSSL_VERSION_PRE_RELEASE )

#
 ifdef  __cplusplus
}
# endif

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_OPENSSLV_H
# endif

#endif                  /* OPENSSL_OPENSSLV_H */
```

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```
{
 'variables': {
  'openssl_defines_BSD-x86': [
    'NDEBUG',
    'L_ENDIAN',
    'OPENSSL_BUILDING_OPENSSL',
    'AES_ASM',
    'CMLL_ASM',
    'DES_ASM',
    'ECP_NISTZ256_ASM',
    'GHASH_ASM',
    'MD5_ASM',
    'OPENSSL_BN_ASM_GF2m',
    'OPENSSL_BN_ASM_MONT',
    'OPENSSL_BN_ASM_PART_WORDS',
    'OPENSSL_CPUID_OBJ',
    'OPENSSL_IA32_SSE2',
    'PADLOCK_ASM',
    'POLY1305_ASM',
    'RC4_ASM',
    'RMD160_ASM',
    'SHA1_ASM',
    'SHA256_ASM',
    'SHA512_ASM',
    'VPAES_ASM',
    'WHIRLPOOL_ASM',
    'OPENSSL_PIC',
  ],
  'openssl_cflags_BSD-x86': [
    '-Wa,--noexecstack',
    '-Wall -O3 -fomit-frame-pointer',
    '-pthread',
    '-Wall -O3 -fomit-frame-pointer',
  ],
  'openssl_ex_libs_BSD-x86': [
    '-pthread',
```

```
],
'openssl_cli_srcs_BSD-x86': [
  'openssl/apps/lib/cmp_mock_srv.c',
  'openssl/apps/asn1parse.c',
  'openssl/apps/ca.c',
  'openssl/apps/ciphers.c',
  'openssl/apps/cmp.c',
   'openssl/apps/cms.c',
  'openssl/apps/crl.c',
  'openssl/apps/crl2pkcs7.c',
  'openssl/apps/dgst.c',
  'openssl/apps/dhparam.c',
  'openssl/apps/dsa.c',
  'openssl/apps/dsaparam.c',
  'openssl/apps/ec.c',
  'openssl/apps/ecparam.c',
  'openssl/apps/enc.c',
  'openssl/apps/engine.c',
  'openssl/apps/errstr.c',
  'openssl/apps/fipsinstall.c',
  'openssl/apps/gendsa.c',
  'openssl/apps/genpkey.c',
  'openssl/apps/genrsa.c',
  'openssl/apps/info.c',
  'openssl/apps/kdf.c',
  'openssl/apps/list.c',
  'openssl/apps/mac.c',
  'openssl/apps/nseq.c',
  'openssl/apps/ocsp.c',
  'openssl/apps/openssl.c',
  'openssl/apps/passwd.c',
  'openssl/apps/pkcs12.c',
  'openssl/apps/pkcs7.c',
  'openssl/apps/pkcs8.c',
  'openssl/apps/pkey.c',
  'openssl/apps/pkeyparam.c',
  'openssl/apps/pkeyutl.c',
  'openssl/apps/prime.c',
  './config/archs/BSD-x86/asm_avx2/apps/progs.c',
   'openssl/apps/rand.c',
  'openssl/apps/rehash.c',
  'openssl/apps/req.c',
  'openssl/apps/rsa.c',
  'openssl/apps/rsautl.c',
  'openssl/apps/s_client.c',
  'openssl/apps/s_server.c',
  'openssl/apps/s_time.c',
  'openssl/apps/sess_id.c',
```

```
    'openssl/apps/smime.c',
    'openssl/apps/speed.c',
    'openssl/apps/spkac.c',
    'openssl/apps/srp.c',
    'openssl/apps/storeutl.c',
    'openssl/apps/ts.c',
    'openssl/apps/verify.c',
    'openssl/apps/version.c',
    'openssl/apps/x509.c',
    'openssl/apps/lib/app_libctx.c',
    'openssl/apps/lib/app_params.c',
    'openssl/apps/lib/app_provider.c',
    'openssl/apps/lib/app_rand.c',
    'openssl/apps/lib/app_x509.c',
    'openssl/apps/lib/apps.c',
    'openssl/apps/lib/apps_ui.c',
    'openssl/apps/lib/columns.c',
    'openssl/apps/lib/engine.c',
    'openssl/apps/lib/engine_loader.c',
    'openssl/apps/lib/fmt.c',
    'openssl/apps/lib/http_server.c',

  'openssl/apps/lib/names.c',
    'openssl/apps/lib/opt.c',
    'openssl/apps/lib/s_cb.c',
    'openssl/apps/lib/s_socket.c',
    'openssl/apps/lib/tlssrp_depr.c',
  ],
 },
 'defines': ['<@(openssl_defines_BSD-x86)'],
 'include_dirs': [
   './include',
 ],
 'cflags' : ['<@(openssl_cflags_BSD-x86)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86)'],
 'sources': ['<@(openssl_cli_srcs_BSD-x86)'],
}
```

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```
/*
* WARNING: do not edit!
```

```
* Generated by Makefile from include/openssl/cmp.h.in
*
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* https://www.openssl.org/source/license.html
*/



#ifndef OPENSSL_CMP_H
# define OPENSSL_CMP_H

# include <openssl/opensslconf.h>
# ifndef OPENSSL_NO_CMP

#  include <openssl/crmf.h>
#  include <openssl/cmperr.h>
#  include <openssl/cmp_util.h>
#  include <openssl/http.h>

/* explicit #includes not strictly needed since implied by the above: */
#  include <openssl/types.h>
#  include <openssl/safestack.h>
#  include <openssl/x509.h>
#  include <openssl/x509v3.h>

#  ifdef __cplusplus
extern "C" {
#  endif

#  define OSSL_CMP_PVNO 2

/*-
*   PKIFailureInfo ::=
 BIT STRING {
*   -- since we can fail in more than one way!
*   -- More codes may be added in the future if/when required.
*       badAlg              (0),
*       -- unrecognized or unsupported Algorithm Identifier
*       badMessageCheck     (1),
*       -- integrity check failed (e.g., signature did not verify)
*       badRequest          (2),
*       -- transaction not permitted or supported
```

```
*       badTime             (3),
*       -- messageTime was not sufficiently close to the system time,
*       -- as defined by local policy
*       badCertId           (4),
*       -- no certificate could be found matching the provided criteria
*       badDataFormat       (5),
*       -- the data submitted has the wrong format
*       wrongAuthority      (6),
*       -- the authority indicated in the request is different from the
*       -- one creating the response token
*       incorrectData       (7),
*       -- the requester's data is incorrect (for notary services)
*
        missingTimeStamp    (8),
*       -- when the timestamp is missing but should be there
*       -- (by policy)
*       badPOP              (9),
*       -- the proof-of-possession failed
*       certRevoked         (10),
*         -- the certificate has already been revoked
*       certConfirmed       (11),
*         -- the certificate has already been confirmed
*       wrongIntegrity      (12),
*         -- invalid integrity, password based instead of signature or
*         -- vice versa
*       badRecipientNonce   (13),
*         -- invalid recipient nonce, either missing or wrong value
*       timeNotAvailable    (14),
*         -- the TSA's time source is not available
*       unacceptedPolicy    (15),
*         -- the requested TSA policy is not supported by the TSA.
*       unacceptedExtension (16),
*         -- the requested extension is not supported by the TSA.
*       addInfoNotAvailable (17),
*         -- the additional information requested
 could not be
*         -- understood or is not available
*       badSenderNonce      (18),
*         -- invalid sender nonce, either missing or wrong size
*       badCertTemplate     (19),
*         -- invalid cert. template or missing mandatory information
*       signerNotTrusted    (20),
*         -- signer of the message unknown or not trusted
*       transactionIdInUse  (21),
*         -- the transaction identifier is already in use
*       unsupportedVersion  (22),
*         -- the version of the message is not supported
*       notAuthorized       (23),
```

```
*         -- the sender was not authorized to make the preceding
*         -- request or perform the preceding action
*      systemUnavail       (24),
*      -- the request cannot be handled due to system unavailability
*      systemFailure       (25),
*      -- the request cannot be handled due to system failure
*      duplicateCertReq    (26)
*      -- certificate cannot be issued because a duplicate
 *       -- certificate already exists
*   }
*/
# define OSSL_CMP_PKIFAILUREINFO_badAlg 0
# define OSSL_CMP_PKIFAILUREINFO_badMessageCheck 1
# define OSSL_CMP_PKIFAILUREINFO_badRequest 2
# define OSSL_CMP_PKIFAILUREINFO_badTime 3
# define OSSL_CMP_PKIFAILUREINFO_badCertId 4
# define OSSL_CMP_PKIFAILUREINFO_badDataFormat 5
# define OSSL_CMP_PKIFAILUREINFO_wrongAuthority 6
# define OSSL_CMP_PKIFAILUREINFO_incorrectData 7
# define OSSL_CMP_PKIFAILUREINFO_missingTimeStamp 8
# define OSSL_CMP_PKIFAILUREINFO_badPOP 9
# define OSSL_CMP_PKIFAILUREINFO_certRevoked 10
# define OSSL_CMP_PKIFAILUREINFO_certConfirmed 11
# define OSSL_CMP_PKIFAILUREINFO_wrongIntegrity 12
# define OSSL_CMP_PKIFAILUREINFO_badRecipientNonce 13
# define OSSL_CMP_PKIFAILUREINFO_timeNotAvailable 14
# define OSSL_CMP_PKIFAILUREINFO_unacceptedPolicy 15
# define OSSL_CMP_PKIFAILUREINFO_unacceptedExtension 16
# define OSSL_CMP_PKIFAILUREINFO_addInfoNotAvailable 17
# define OSSL_CMP_PKIFAILUREINFO_badSenderNonce
 18
# define OSSL_CMP_PKIFAILUREINFO_badCertTemplate 19
# define OSSL_CMP_PKIFAILUREINFO_signerNotTrusted 20
# define OSSL_CMP_PKIFAILUREINFO_transactionIdInUse 21
# define OSSL_CMP_PKIFAILUREINFO_unsupportedVersion 22
# define OSSL_CMP_PKIFAILUREINFO_notAuthorized 23
# define OSSL_CMP_PKIFAILUREINFO_systemUnavail 24
# define OSSL_CMP_PKIFAILUREINFO_systemFailure 25
# define OSSL_CMP_PKIFAILUREINFO_duplicateCertReq 26
# define OSSL_CMP_PKIFAILUREINFO_MAX 26
# define OSSL_CMP_PKIFAILUREINFO_MAX_BIT_PATTERN \
  ((1 << (OSSL_CMP_PKIFAILUREINFO_MAX + 1)) - 1)
# if OSSL_CMP_PKIFAILUREINFO_MAX_BIT_PATTERN > INT_MAX
#  error CMP_PKIFAILUREINFO_MAX bit pattern does not fit in type int
# endif

typedef ASN1_BIT_STRING OSSL_CMP_PKIFAILUREINFO;
```

```
#  define OSSL_CMP_CTX_FAILINFO_badAlg (1 << 0)
#  define OSSL_CMP_CTX_FAILINFO_badMessageCheck (1 << 1)
#  define OSSL_CMP_CTX_FAILINFO_badRequest (1 << 2)
#  define OSSL_CMP_CTX_FAILINFO_badTime (1 << 3)
#  define OSSL_CMP_CTX_FAILINFO_badCertId
 (1 << 4)
#  define OSSL_CMP_CTX_FAILINFO_badDataFormat (1 << 5)
#  define OSSL_CMP_CTX_FAILINFO_wrongAuthority (1 << 6)
#  define OSSL_CMP_CTX_FAILINFO_incorrectData (1 << 7)
#  define OSSL_CMP_CTX_FAILINFO_missingTimeStamp (1 << 8)
#  define OSSL_CMP_CTX_FAILINFO_badPOP (1 << 9)
#  define OSSL_CMP_CTX_FAILINFO_certRevoked (1 << 10)
#  define OSSL_CMP_CTX_FAILINFO_certConfirmed (1 << 11)
#  define OSSL_CMP_CTX_FAILINFO_wrongIntegrity (1 << 12)
#  define OSSL_CMP_CTX_FAILINFO_badRecipientNonce (1 << 13)
#  define OSSL_CMP_CTX_FAILINFO_timeNotAvailable (1 << 14)
#  define OSSL_CMP_CTX_FAILINFO_unacceptedPolicy (1 << 15)
#  define OSSL_CMP_CTX_FAILINFO_unacceptedExtension (1 << 16)
#  define OSSL_CMP_CTX_FAILINFO_addInfoNotAvailable (1 << 17)
#  define OSSL_CMP_CTX_FAILINFO_badSenderNonce (1 << 18)
#  define OSSL_CMP_CTX_FAILINFO_badCertTemplate (1 << 19)
#  define OSSL_CMP_CTX_FAILINFO_signerNotTrusted (1 << 20)
#  define OSSL_CMP_CTX_FAILINFO_transactionIdInUse (1
 << 21)
#  define OSSL_CMP_CTX_FAILINFO_unsupportedVersion (1 << 22)
#  define OSSL_CMP_CTX_FAILINFO_notAuthorized (1 << 23)
#  define OSSL_CMP_CTX_FAILINFO_systemUnavail (1 << 24)
#  define OSSL_CMP_CTX_FAILINFO_systemFailure (1 << 25)
#  define OSSL_CMP_CTX_FAILINFO_duplicateCertReq (1 << 26)

/*-
*   PKIStatus ::= INTEGER {
*       accepted              (0),
*       -- you got exactly what you asked for
*       grantedWithMods       (1),
*       -- you got something like what you asked for; the
*       -- requester is responsible for ascertaining the differences
*       rejection             (2),
*       -- you don't get it, more information elsewhere in the message
*       waiting               (3),
*       -- the request body part has not yet been processed; expect to
*       -- hear more later (note: proper handling of this status
*       -- response MAY use the polling req/rep PKIMessages specified
*       -- in Section 5.3.22; alternatively, polling in the underlying
 *       -- transport layer MAY have some utility in this regard)
*       revocationWarning     (4),
*       -- this message contains a warning that a revocation is
*       -- imminent
```

```
*       revocationNotification (5),
*       -- notification that a revocation has occurred
*       keyUpdateWarning       (6)
*       -- update already done for the oldCertId specified in
*       -- CertReqMsg
*   }
*/
# define OSSL_CMP_PKISTATUS_request              -3
# define OSSL_CMP_PKISTATUS_trans                -2
# define OSSL_CMP_PKISTATUS_unspecified          -1
# define OSSL_CMP_PKISTATUS_accepted             0
# define OSSL_CMP_PKISTATUS_grantedWithMods      1
# define OSSL_CMP_PKISTATUS_rejection            2
# define OSSL_CMP_PKISTATUS_waiting              3
# define OSSL_CMP_PKISTATUS_revocationWarning    4
# define OSSL_CMP_PKISTATUS_revocationNotification 5
# define OSSL_CMP_PKISTATUS_keyUpdateWarning     6

typedef ASN1_INTEGER OSSL_CMP_PKISTATUS;
DECLARE_ASN1_ITEM(OSSL_CMP_PKISTATUS)

#
 define OSSL_CMP_CERTORENCCERT_CERTIFICATE 0
# define OSSL_CMP_CERTORENCCERT_ENCRYPTEDCERT 1

/* data type declarations */
typedef struct ossl_cmp_ctx_st OSSL_CMP_CTX;
typedef struct ossl_cmp_pkiheader_st OSSL_CMP_PKIHEADER;
DECLARE_ASN1_FUNCTIONS(OSSL_CMP_PKIHEADER)
typedef struct ossl_cmp_msg_st OSSL_CMP_MSG;
DECLARE_ASN1_DUP_FUNCTION(OSSL_CMP_MSG)
DECLARE_ASN1_ENCODE_FUNCTIONS(OSSL_CMP_MSG, OSSL_CMP_MSG, OSSL_CMP_MSG)
typedef struct ossl_cmp_certstatus_st OSSL_CMP_CERTSTATUS;
SKM_DEFINE_STACK_OF_INTERNAL(OSSL_CMP_CERTSTATUS, OSSL_CMP_CERTSTATUS,
OSSL_CMP_CERTSTATUS)
#define sk_OSSL_CMP_CERTSTATUS_num(sk)
OPENSSL_sk_num(ossl_check_const_OSSL_CMP_CERTSTATUS_sk_type(sk))
#define sk_OSSL_CMP_CERTSTATUS_value(sk, idx) ((OSSL_CMP_CERTSTATUS
*)OPENSSL_sk_value(ossl_check_const_OSSL_CMP_CERTSTATUS_sk_type(sk), (idx)))
#define sk_OSSL_CMP_CERTSTATUS_new(cmp) ((STACK_OF(OSSL_CMP_CERTSTATUS)
*)OPENSSL_sk_new(ossl_check_OSSL_CMP_CERTSTATUS_compfunc_type(cmp)))
#define
 sk_OSSL_CMP_CERTSTATUS_new_null() ((STACK_OF(OSSL_CMP_CERTSTATUS)
*)OPENSSL_sk_new_null())
#define sk_OSSL_CMP_CERTSTATUS_new_reserve(cmp, n) ((STACK_OF(OSSL_CMP_CERTSTATUS)
*)OPENSSL_sk_new_reserve(ossl_check_OSSL_CMP_CERTSTATUS_compfunc_type(cmp), (n)))
#define sk_OSSL_CMP_CERTSTATUS_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk), (n))
```

```
#define sk_OSSL_CMP_CERTSTATUS_free(sk)
OPENSSL_sk_free(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk))
#define sk_OSSL_CMP_CERTSTATUS_zero(sk)
OPENSSL_sk_zero(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk))
#define sk_OSSL_CMP_CERTSTATUS_delete(sk, i) ((OSSL_CMP_CERTSTATUS
*)OPENSSL_sk_delete(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk), (i)))
#define sk_OSSL_CMP_CERTSTATUS_delete_ptr(sk, ptr) ((OSSL_CMP_CERTSTATUS
*)OPENSSL_sk_delete_ptr(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk),
ossl_check_OSSL_CMP_CERTSTATUS_type(ptr)))
#define sk_OSSL_CMP_CERTSTATUS_push(sk, ptr)
OPENSSL_sk_push(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk),
 ossl_check_OSSL_CMP_CERTSTATUS_type(ptr))
#define sk_OSSL_CMP_CERTSTATUS_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk),
ossl_check_OSSL_CMP_CERTSTATUS_type(ptr))
#define sk_OSSL_CMP_CERTSTATUS_pop(sk) ((OSSL_CMP_CERTSTATUS
*)OPENSSL_sk_pop(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk)))
#define sk_OSSL_CMP_CERTSTATUS_shift(sk) ((OSSL_CMP_CERTSTATUS
*)OPENSSL_sk_shift(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk)))
#define sk_OSSL_CMP_CERTSTATUS_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk),ossl_check_OSSL_CMP_CERTST
ATUS_freefunc_type(freefunc))
#define sk_OSSL_CMP_CERTSTATUS_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk),
ossl_check_OSSL_CMP_CERTSTATUS_type(ptr), (idx))
#define sk_OSSL_CMP_CERTSTATUS_set(sk, idx, ptr) ((OSSL_CMP_CERTSTATUS
*)OPENSSL_sk_set(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk), (idx),
ossl_check_OSSL_CMP_CERTSTATUS_type(ptr)))
#define sk_OSSL_CMP_CERTSTATUS_find(sk,
 ptr) OPENSSL_sk_find(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk),
ossl_check_OSSL_CMP_CERTSTATUS_type(ptr))
#define sk_OSSL_CMP_CERTSTATUS_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk),
ossl_check_OSSL_CMP_CERTSTATUS_type(ptr))
#define sk_OSSL_CMP_CERTSTATUS_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk),
ossl_check_OSSL_CMP_CERTSTATUS_type(ptr), pnum)
#define sk_OSSL_CMP_CERTSTATUS_sort(sk)
OPENSSL_sk_sort(ossl_check_OSSL_CMP_CERTSTATUS_sk_type(sk))
#define sk_OSSL_CMP_CERTSTATUS_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OSSL_CMP_CERTSTATUS_sk_type(sk))
#define sk_OSSL_CMP_CERTSTATUS_dup(sk) ((STACK_OF(OSSL_CMP_CERTSTATUS)
*)OPENSSL_sk_dup(ossl_check_const_OSSL_CMP_CERTSTATUS_sk_type(sk)))
#define sk_OSSL_CMP_CERTSTATUS_deep_copy(sk, copyfunc, freefunc)
((STACK_OF(OSSL_CMP_CERTSTATUS)
*)OPENSSL_sk_deep_copy(ossl_check_const_OSSL_CMP_CERTSTATUS_sk_type(sk),
ossl_check_OSSL_CMP_CERTSTATUS_copyfunc_type(copyfunc),
```

```
 ossl_check_OSSL_CMP_CERTSTATUS_freefunc_type(freefunc)))
#define sk_OSSL_CMP_CERTSTATUS_set_cmp_func(sk, cmp)
((sk_OSSL_CMP_CERTSTATUS_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OSSL_CMP_CERTSTAT
US_sk_type(sk), ossl_check_OSSL_CMP_CERTSTATUS_compfunc_type(cmp)))

typedef struct ossl_cmp_itav_st OSSL_CMP_ITAV;
DECLARE_ASN1_DUP_FUNCTION(OSSL_CMP_ITAV)
SKM_DEFINE_STACK_OF_INTERNAL(OSSL_CMP_ITAV, OSSL_CMP_ITAV, OSSL_CMP_ITAV)
#define sk_OSSL_CMP_ITAV_num(sk) OPENSSL_sk_num(ossl_check_const_OSSL_CMP_ITAV_sk_type(sk))
#define sk_OSSL_CMP_ITAV_value(sk, idx) ((OSSL_CMP_ITAV
*)OPENSSL_sk_value(ossl_check_const_OSSL_CMP_ITAV_sk_type(sk), (idx)))
#define sk_OSSL_CMP_ITAV_new(cmp) ((STACK_OF(OSSL_CMP_ITAV)
*)OPENSSL_sk_new(ossl_check_OSSL_CMP_ITAV_compfunc_type(cmp)))
#define sk_OSSL_CMP_ITAV_new_null() ((STACK_OF(OSSL_CMP_ITAV) *)OPENSSL_sk_new_null())
#define sk_OSSL_CMP_ITAV_new_reserve(cmp, n) ((STACK_OF(OSSL_CMP_ITAV)
*)OPENSSL_sk_new_reserve(ossl_check_OSSL_CMP_ITAV_compfunc_type(cmp),
 (n)))
#define sk_OSSL_CMP_ITAV_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_OSSL_CMP_ITAV_sk_type(sk),
(n))
#define sk_OSSL_CMP_ITAV_free(sk) OPENSSL_sk_free(ossl_check_OSSL_CMP_ITAV_sk_type(sk))
#define sk_OSSL_CMP_ITAV_zero(sk) OPENSSL_sk_zero(ossl_check_OSSL_CMP_ITAV_sk_type(sk))
#define sk_OSSL_CMP_ITAV_delete(sk, i) ((OSSL_CMP_ITAV
*)OPENSSL_sk_delete(ossl_check_OSSL_CMP_ITAV_sk_type(sk), (i)))
#define sk_OSSL_CMP_ITAV_delete_ptr(sk, ptr) ((OSSL_CMP_ITAV
*)OPENSSL_sk_delete_ptr(ossl_check_OSSL_CMP_ITAV_sk_type(sk),
ossl_check_OSSL_CMP_ITAV_type(ptr)))
#define sk_OSSL_CMP_ITAV_push(sk, ptr) OPENSSL_sk_push(ossl_check_OSSL_CMP_ITAV_sk_type(sk),
ossl_check_OSSL_CMP_ITAV_type(ptr))
#define sk_OSSL_CMP_ITAV_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_OSSL_CMP_ITAV_sk_type(sk), ossl_check_OSSL_CMP_ITAV_type(ptr))
#define sk_OSSL_CMP_ITAV_pop(sk) ((OSSL_CMP_ITAV
*)OPENSSL_sk_pop(ossl_check_OSSL_CMP_ITAV_sk_type(sk)))
#define sk_OSSL_CMP_ITAV_shift(sk) ((OSSL_CMP_ITAV
 *)OPENSSL_sk_shift(ossl_check_OSSL_CMP_ITAV_sk_type(sk)))
#define sk_OSSL_CMP_ITAV_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OSSL_CMP_ITAV_sk_type(sk),ossl_check_OSSL_CMP_ITAV_freefunc_ty
pe(freefunc))
#define sk_OSSL_CMP_ITAV_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OSSL_CMP_ITAV_sk_type(sk), ossl_check_OSSL_CMP_ITAV_type(ptr),
(idx))
#define sk_OSSL_CMP_ITAV_set(sk, idx, ptr) ((OSSL_CMP_ITAV
*)OPENSSL_sk_set(ossl_check_OSSL_CMP_ITAV_sk_type(sk), (idx),
ossl_check_OSSL_CMP_ITAV_type(ptr)))
#define sk_OSSL_CMP_ITAV_find(sk, ptr) OPENSSL_sk_find(ossl_check_OSSL_CMP_ITAV_sk_type(sk),
ossl_check_OSSL_CMP_ITAV_type(ptr))
#define sk_OSSL_CMP_ITAV_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OSSL_CMP_ITAV_sk_type(sk), ossl_check_OSSL_CMP_ITAV_type(ptr))
#define sk_OSSL_CMP_ITAV_find_all(sk, ptr, pnum)
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OPENSSL_sk_find_all(ossl_check_OSSL_CMP_ITAV_sk_type(sk), ossl_check_OSSL_CMP_ITAV_type(ptr), pnum)
#define sk_OSSL_CMP_ITAV_sort(sk) OPENSSL_sk_sort(ossl_check_OSSL_CMP_ITAV_sk_type(sk))
#define
sk_OSSL_CMP_ITAV_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_OSSL_CMP_ITAV_sk_type(sk))
#define sk_OSSL_CMP_ITAV_dup(sk) ((STACK_OF(OSSL_CMP_ITAV)
*)OPENSSL_sk_dup(ossl_check_const_OSSL_CMP_ITAV_sk_type(sk)))
#define sk_OSSL_CMP_ITAV_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(OSSL_CMP_ITAV)
*)OPENSSL_sk_deep_copy(ossl_check_const_OSSL_CMP_ITAV_sk_type(sk),
ossl_check_OSSL_CMP_ITAV_copyfunc_type(copyfunc),
ossl_check_OSSL_CMP_ITAV_freefunc_type(freefunc)))
#define sk_OSSL_CMP_ITAV_set_cmp_func(sk, cmp)
((sk_OSSL_CMP_ITAV_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OSSL_CMP_ITAV_sk_type(sk),
ossl_check_OSSL_CMP_ITAV_compfunc_type(cmp)))

typedef struct ossl_cmp_revrepcontent_st OSSL_CMP_REVREPCONTENT;
typedef struct ossl_cmp_pkisi_st OSSL_CMP_PKISI;
DECLARE_ASN1_FUNCTIONS(OSSL_CMP_PKISI)
DECLARE_ASN1_DUP_FUNCTION(OSSL_CMP_PKISI)
SKM_DEFINE_STACK_OF_INTERNAL(OSSL_CMP_PKISI, OSSL_CMP_PKISI, OSSL_CMP_PKISI)
#define sk_OSSL_CMP_PKISI_num(sk) OPENSSL_sk_num(ossl_check_const_OSSL_CMP_PKISI_sk_type(sk))
#define
sk_OSSL_CMP_PKISI_value(sk, idx) ((OSSL_CMP_PKISI
*)OPENSSL_sk_value(ossl_check_const_OSSL_CMP_PKISI_sk_type(sk), (idx)))
#define sk_OSSL_CMP_PKISI_new(cmp) ((STACK_OF(OSSL_CMP_PKISI)
*)OPENSSL_sk_new(ossl_check_OSSL_CMP_PKISI_compfunc_type(cmp)))
#define sk_OSSL_CMP_PKISI_new_null() ((STACK_OF(OSSL_CMP_PKISI) *)OPENSSL_sk_new_null())
#define sk_OSSL_CMP_PKISI_new_reserve(cmp, n) ((STACK_OF(OSSL_CMP_PKISI)
*)OPENSSL_sk_new_reserve(ossl_check_OSSL_CMP_PKISI_compfunc_type(cmp), (n)))
#define sk_OSSL_CMP_PKISI_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_OSSL_CMP_PKISI_sk_type(sk), (n))
#define sk_OSSL_CMP_PKISI_free(sk) OPENSSL_sk_free(ossl_check_OSSL_CMP_PKISI_sk_type(sk))
#define sk_OSSL_CMP_PKISI_zero(sk) OPENSSL_sk_zero(ossl_check_OSSL_CMP_PKISI_sk_type(sk))
#define sk_OSSL_CMP_PKISI_delete(sk, i) ((OSSL_CMP_PKISI
*)OPENSSL_sk_delete(ossl_check_OSSL_CMP_PKISI_sk_type(sk), (i)))
#define sk_OSSL_CMP_PKISI_delete_ptr(sk, ptr)
((OSSL_CMP_PKISI *)OPENSSL_sk_delete_ptr(ossl_check_OSSL_CMP_PKISI_sk_type(sk),
ossl_check_OSSL_CMP_PKISI_type(ptr)))
#define sk_OSSL_CMP_PKISI_push(sk, ptr) OPENSSL_sk_push(ossl_check_OSSL_CMP_PKISI_sk_type(sk),
ossl_check_OSSL_CMP_PKISI_type(ptr))
#define sk_OSSL_CMP_PKISI_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_OSSL_CMP_PKISI_sk_type(sk), ossl_check_OSSL_CMP_PKISI_type(ptr))
#define sk_OSSL_CMP_PKISI_pop(sk) ((OSSL_CMP_PKISI
*)OPENSSL_sk_pop(ossl_check_OSSL_CMP_PKISI_sk_type(sk)))
#define sk_OSSL_CMP_PKISI_shift(sk) ((OSSL_CMP_PKISI
*)OPENSSL_sk_shift(ossl_check_OSSL_CMP_PKISI_sk_type(sk)))
#define sk_OSSL_CMP_PKISI_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OSSL_CMP_PKISI_sk_type(sk),ossl_check_OSSL_CMP_PKISI_freefunc_ty

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pe(freefunc))
#define sk_OSSL_CMP_PKISI_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OSSL_CMP_PKISI_sk_type(sk), ossl_check_OSSL_CMP_PKISI_type(ptr),
(idx))
#define sk_OSSL_CMP_PKISI_set(sk, idx, ptr) ((OSSL_CMP_PKISI
*)OPENSSL_sk_set(ossl_check_OSSL_CMP_PKISI_sk_type(sk),
 (idx), ossl_check_OSSL_CMP_PKISI_type(ptr)))
#define sk_OSSL_CMP_PKISI_find(sk, ptr) OPENSSL_sk_find(ossl_check_OSSL_CMP_PKISI_sk_type(sk),
ossl_check_OSSL_CMP_PKISI_type(ptr))
#define sk_OSSL_CMP_PKISI_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OSSL_CMP_PKISI_sk_type(sk), ossl_check_OSSL_CMP_PKISI_type(ptr))
#define sk_OSSL_CMP_PKISI_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OSSL_CMP_PKISI_sk_type(sk), ossl_check_OSSL_CMP_PKISI_type(ptr),
pnum)
#define sk_OSSL_CMP_PKISI_sort(sk) OPENSSL_sk_sort(ossl_check_OSSL_CMP_PKISI_sk_type(sk))
#define sk_OSSL_CMP_PKISI_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OSSL_CMP_PKISI_sk_type(sk))
#define sk_OSSL_CMP_PKISI_dup(sk) ((STACK_OF(OSSL_CMP_PKISI)
*)OPENSSL_sk_dup(ossl_check_const_OSSL_CMP_PKISI_sk_type(sk)))
#define sk_OSSL_CMP_PKISI_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(OSSL_CMP_PKISI)
*)OPENSSL_sk_deep_copy(ossl_check_const_OSSL_CMP_PKISI_sk_type(sk),
ossl_check_OSSL_CMP_PKISI_copyfunc_type(copyfunc),
 ossl_check_OSSL_CMP_PKISI_freefunc_type(freefunc)))
#define sk_OSSL_CMP_PKISI_set_cmp_func(sk, cmp)
((sk_OSSL_CMP_PKISI_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OSSL_CMP_PKISI_sk_type(sk),
ossl_check_OSSL_CMP_PKISI_compfunc_type(cmp)))

typedef struct ossl_cmp_certrepmessage_st OSSL_CMP_CERTREPMESSAGE;
SKM_DEFINE_STACK_OF_INTERNAL(OSSL_CMP_CERTREPMESSAGE,
OSSL_CMP_CERTREPMESSAGE, OSSL_CMP_CERTREPMESSAGE)
#define sk_OSSL_CMP_CERTREPMESSAGE_num(sk)
OPENSSL_sk_num(ossl_check_const_OSSL_CMP_CERTREPMESSAGE_sk_type(sk))
#define sk_OSSL_CMP_CERTREPMESSAGE_value(sk, idx) ((OSSL_CMP_CERTREPMESSAGE
*)OPENSSL_sk_value(ossl_check_const_OSSL_CMP_CERTREPMESSAGE_sk_type(sk), (idx)))
#define sk_OSSL_CMP_CERTREPMESSAGE_new(cmp) ((STACK_OF(OSSL_CMP_CERTREPMESSAGE)
*)OPENSSL_sk_new(ossl_check_OSSL_CMP_CERTREPMESSAGE_compfunc_type(cmp)))
#define sk_OSSL_CMP_CERTREPMESSAGE_new_null() ((STACK_OF(OSSL_CMP_CERTREPMESSAGE)
*)OPENSSL_sk_new_null())
#define sk_OSSL_CMP_CERTREPMESSAGE_new_reserve(cmp,
 n) ((STACK_OF(OSSL_CMP_CERTREPMESSAGE)
*)OPENSSL_sk_new_reserve(ossl_check_OSSL_CMP_CERTREPMESSAGE_compfunc_type(cmp), (n)))
#define sk_OSSL_CMP_CERTREPMESSAGE_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk), (n))
#define sk_OSSL_CMP_CERTREPMESSAGE_free(sk)
OPENSSL_sk_free(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk))
#define sk_OSSL_CMP_CERTREPMESSAGE_zero(sk)
OPENSSL_sk_zero(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk))
#define sk_OSSL_CMP_CERTREPMESSAGE_delete(sk, i) ((OSSL_CMP_CERTREPMESSAGE
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*)OPENSSL_sk_delete(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk), (i)))
#define sk_OSSL_CMP_CERTREPMESSAGE_delete_ptr(sk, ptr) ((OSSL_CMP_CERTREPMESSAGE
*)OPENSSL_sk_delete_ptr(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk),
ossl_check_OSSL_CMP_CERTREPMESSAGE_type(ptr)))
#define sk_OSSL_CMP_CERTREPMESSAGE_push(sk, ptr)
OPENSSL_sk_push(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk),
ossl_check_OSSL_CMP_CERTREPMESSAGE_type(ptr))
#define sk_OSSL_CMP_CERTREPMESSAGE_unshift(sk,
ptr) OPENSSL_sk_unshift(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk),
ossl_check_OSSL_CMP_CERTREPMESSAGE_type(ptr))
#define sk_OSSL_CMP_CERTREPMESSAGE_pop(sk) ((OSSL_CMP_CERTREPMESSAGE
*)OPENSSL_sk_pop(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk)))
#define sk_OSSL_CMP_CERTREPMESSAGE_shift(sk) ((OSSL_CMP_CERTREPMESSAGE
*)OPENSSL_sk_shift(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk)))
#define sk_OSSL_CMP_CERTREPMESSAGE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk),ossl_check_OSSL_CMP_CE
RTREPMESSAGE_freefunc_type(freefunc))
#define sk_OSSL_CMP_CERTREPMESSAGE_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk),
ossl_check_OSSL_CMP_CERTREPMESSAGE_type(ptr), (idx))
#define sk_OSSL_CMP_CERTREPMESSAGE_set(sk, idx, ptr) ((OSSL_CMP_CERTREPMESSAGE
*)OPENSSL_sk_set(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk), (idx),
ossl_check_OSSL_CMP_CERTREPMESSAGE_type(ptr)))
#define sk_OSSL_CMP_CERTREPMESSAGE_find(sk,
ptr) OPENSSL_sk_find(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk),
ossl_check_OSSL_CMP_CERTREPMESSAGE_type(ptr))
#define sk_OSSL_CMP_CERTREPMESSAGE_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk),
ossl_check_OSSL_CMP_CERTREPMESSAGE_type(ptr))
#define sk_OSSL_CMP_CERTREPMESSAGE_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk),
ossl_check_OSSL_CMP_CERTREPMESSAGE_type(ptr), pnum)
#define sk_OSSL_CMP_CERTREPMESSAGE_sort(sk)
OPENSSL_sk_sort(ossl_check_OSSL_CMP_CERTREPMESSAGE_sk_type(sk))
#define sk_OSSL_CMP_CERTREPMESSAGE_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OSSL_CMP_CERTREPMESSAGE_sk_type(sk))
#define sk_OSSL_CMP_CERTREPMESSAGE_dup(sk) ((STACK_OF(OSSL_CMP_CERTREPMESSAGE)
*)OPENSSL_sk_dup(ossl_check_const_OSSL_CMP_CERTREPMESSAGE_sk_type(sk)))
#define sk_OSSL_CMP_CERTREPMESSAGE_deep_copy(sk, copyfunc, freefunc)
((STACK_OF(OSSL_CMP_CERTREPMESSAGE)
*)OPENSSL_sk_deep_copy(ossl_check_const_OSSL_CMP_CERTREPMESSAGE_sk_type(sk),
ossl_check_OSSL_CMP_CERTREPMESSAGE_copyfunc_type(copyfunc),
ossl_check_OSSL_CMP_CERTREPMESSAGE_freefunc_type(freefunc)))
#define sk_OSSL_CMP_CERTREPMESSAGE_set_cmp_func(sk, cmp)
((sk_OSSL_CMP_CERTREPMESSAGE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OSSL_CMP_CERT
REPMESSAGE_sk_type(sk), ossl_check_OSSL_CMP_CERTREPMESSAGE_compfunc_type(cmp)))

typedef struct ossl_cmp_pollrep_st OSSL_CMP_POLLREP;

typedef STACK_OF(OSSL_CMP_POLLREP) OSSL_CMP_POLLREPCONTENT;
typedef struct ossl_cmp_certresponse_st OSSL_CMP_CERTRESPONSE;
SKM_DEFINE_STACK_OF_INTERNAL(OSSL_CMP_CERTRESPONSE, OSSL_CMP_CERTRESPONSE,
OSSL_CMP_CERTRESPONSE)
#define sk_OSSL_CMP_CERTRESPONSE_num(sk)
OPENSSL_sk_num(ossl_check_const_OSSL_CMP_CERTRESPONSE_sk_type(sk))
#define sk_OSSL_CMP_CERTRESPONSE_value(sk, idx) ((OSSL_CMP_CERTRESPONSE
*)OPENSSL_sk_value(ossl_check_const_OSSL_CMP_CERTRESPONSE_sk_type(sk), (idx)))
#define sk_OSSL_CMP_CERTRESPONSE_new(cmp) ((STACK_OF(OSSL_CMP_CERTRESPONSE)
*)OPENSSL_sk_new(ossl_check_OSSL_CMP_CERTRESPONSE_compfunc_type(cmp)))
#define sk_OSSL_CMP_CERTRESPONSE_new_null() ((STACK_OF(OSSL_CMP_CERTRESPONSE)
*)OPENSSL_sk_new_null())
#define sk_OSSL_CMP_CERTRESPONSE_new_reserve(cmp, n) ((STACK_OF(OSSL_CMP_CERTRESPONSE)
*)OPENSSL_sk_new_reserve(ossl_check_OSSL_CMP_CERTRESPONSE_compfunc_type(cmp), (n)))
#define sk_OSSL_CMP_CERTRESPONSE_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk), (n))
#define sk_OSSL_CMP_CERTRESPONSE_free(sk)
OPENSSL_sk_free(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk))
#define sk_OSSL_CMP_CERTRESPONSE_zero(sk)
OPENSSL_sk_zero(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk))
#define sk_OSSL_CMP_CERTRESPONSE_delete(sk, i) ((OSSL_CMP_CERTRESPONSE
*)OPENSSL_sk_delete(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk), (i)))
#define sk_OSSL_CMP_CERTRESPONSE_delete_ptr(sk, ptr) ((OSSL_CMP_CERTRESPONSE
*)OPENSSL_sk_delete_ptr(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk),
ossl_check_OSSL_CMP_CERTRESPONSE_type(ptr)))
#define
sk_OSSL_CMP_CERTRESPONSE_push(sk, ptr)
OPENSSL_sk_push(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk),
ossl_check_OSSL_CMP_CERTRESPONSE_type(ptr))
#define sk_OSSL_CMP_CERTRESPONSE_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk),
ossl_check_OSSL_CMP_CERTRESPONSE_type(ptr))
#define sk_OSSL_CMP_CERTRESPONSE_pop(sk) ((OSSL_CMP_CERTRESPONSE
*)OPENSSL_sk_pop(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk)))
#define sk_OSSL_CMP_CERTRESPONSE_shift(sk) ((OSSL_CMP_CERTRESPONSE
*)OPENSSL_sk_shift(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk)))
#define sk_OSSL_CMP_CERTRESPONSE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk),ossl_check_OSSL_CMP_CERT
RESPONSE_freefunc_type(freefunc))
#define sk_OSSL_CMP_CERTRESPONSE_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk),
ossl_check_OSSL_CMP_CERTRESPONSE_type(ptr), (idx))
#define sk_OSSL_CMP_CERTRESPONSE_set(sk, idx, ptr) ((OSSL_CMP_CERTRESPONSE
*)OPENSSL_sk_set(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk), (idx),
ossl_check_OSSL_CMP_CERTRESPONSE_type(ptr)))
#define sk_OSSL_CMP_CERTRESPONSE_find(sk, ptr)
OPENSSL_sk_find(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk),
ossl_check_OSSL_CMP_CERTRESPONSE_type(ptr))

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#define sk_OSSL_CMP_CERTRESPONSE_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk),
ossl_check_OSSL_CMP_CERTRESPONSE_type(ptr))
#define sk_OSSL_CMP_CERTRESPONSE_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk),
ossl_check_OSSL_CMP_CERTRESPONSE_type(ptr), pnum)
#define sk_OSSL_CMP_CERTRESPONSE_sort(sk)
OPENSSL_sk_sort(ossl_check_OSSL_CMP_CERTRESPONSE_sk_type(sk))
#define sk_OSSL_CMP_CERTRESPONSE_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OSSL_CMP_CERTRESPONSE_sk_type(sk))
#define sk_OSSL_CMP_CERTRESPONSE_dup(sk) ((STACK_OF(OSSL_CMP_CERTRESPONSE)
*)OPENSSL_sk_dup(ossl_check_const_OSSL_CMP_CERTRESPONSE_sk_type(sk)))
#define sk_OSSL_CMP_CERTRESPONSE_deep_copy(sk,
 copyfunc, freefunc) ((STACK_OF(OSSL_CMP_CERTRESPONSE)
*)OPENSSL_sk_deep_copy(ossl_check_const_OSSL_CMP_CERTRESPONSE_sk_type(sk),
ossl_check_OSSL_CMP_CERTRESPONSE_copyfunc_type(copyfunc),
ossl_check_OSSL_CMP_CERTRESPONSE_freefunc_type(freefunc)))
#define sk_OSSL_CMP_CERTRESPONSE_set_cmp_func(sk, cmp)
((sk_OSSL_CMP_CERTRESPONSE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OSSL_CMP_CERTRE
SPONSE_sk_type(sk), ossl_check_OSSL_CMP_CERTRESPONSE_compfunc_type(cmp)))

typedef STACK_OF(ASN1_UTF8STRING) OSSL_CMP_PKIFREETEXT;

/*
* function DECLARATIONS
*/

/* from cmp_asn.c */
OSSL_CMP_ITAV *OSSL_CMP_ITAV_create(ASN1_OBJECT *type, ASN1_TYPE *value);
void OSSL_CMP_ITAV_set0(OSSL_CMP_ITAV *itav, ASN1_OBJECT *type,
                        ASN1_TYPE *value);
ASN1_OBJECT *OSSL_CMP_ITAV_get0_type(const OSSL_CMP_ITAV *itav);
ASN1_TYPE *OSSL_CMP_ITAV_get0_value(const OSSL_CMP_ITAV *itav);
int OSSL_CMP_ITAV_push0_stack_item(STACK_OF(OSSL_CMP_ITAV) **itav_sk_p,

                    OSSL_CMP_ITAV *itav);
void OSSL_CMP_ITAV_free(OSSL_CMP_ITAV *itav);
void OSSL_CMP_MSG_free(OSSL_CMP_MSG *msg);

/* from cmp_ctx.c */
OSSL_CMP_CTX *OSSL_CMP_CTX_new(OSSL_LIB_CTX *libctx, const char *propq);
void OSSL_CMP_CTX_free(OSSL_CMP_CTX *ctx);
int OSSL_CMP_CTX_reinit(OSSL_CMP_CTX *ctx);
/* CMP general options: */
#  define OSSL_CMP_OPT_LOG_VERBOSITY 0
/* CMP transfer options: */
#  define OSSL_CMP_OPT_KEEP_ALIVE 10
#  define OSSL_CMP_OPT_MSG_TIMEOUT 11
```

```
# define OSSL_CMP_OPT_TOTAL_TIMEOUT 12
/* CMP request options: */
# define OSSL_CMP_OPT_VALIDITY_DAYS 20
# define OSSL_CMP_OPT_SUBJECTALTNAME_NODEFAULT 21
# define OSSL_CMP_OPT_SUBJECTALTNAME_CRITICAL 22
# define OSSL_CMP_OPT_POLICIES_CRITICAL 23
# define OSSL_CMP_OPT_POPO_METHOD 24
# define OSSL_CMP_OPT_IMPLICIT_CONFIRM 25
# define OSSL_CMP_OPT_DISABLE_CONFIRM 26
# define OSSL_CMP_OPT_REVOCATION_REASON 27
/* CMP protection options: */
# define OSSL_CMP_OPT_UNPROTECTED_SEND 30
# define OSSL_CMP_OPT_UNPROTECTED_ERRORS
 31
# define OSSL_CMP_OPT_OWF_ALGNID 32
# define OSSL_CMP_OPT_MAC_ALGNID 33
# define OSSL_CMP_OPT_DIGEST_ALGNID 34
# define OSSL_CMP_OPT_IGNORE_KEYUSAGE 35
# define OSSL_CMP_OPT_PERMIT_TA_IN_EXTRACERTS_FOR_IR 36
int OSSL_CMP_CTX_set_option(OSSL_CMP_CTX *ctx, int opt, int val);
int OSSL_CMP_CTX_get_option(const OSSL_CMP_CTX *ctx, int opt);
/* CMP-specific callback for logging and outputting the error queue: */
int OSSL_CMP_CTX_set_log_cb(OSSL_CMP_CTX *ctx, OSSL_CMP_log_cb_t cb);
# define OSSL_CMP_CTX_set_log_verbosity(ctx, level) \
  OSSL_CMP_CTX_set_option(ctx, OSSL_CMP_OPT_LOG_VERBOSITY, level)
void OSSL_CMP_CTX_print_errors(const OSSL_CMP_CTX *ctx);
/* message transfer: */
int OSSL_CMP_CTX_set1_serverPath(OSSL_CMP_CTX *ctx, const char *path);
int OSSL_CMP_CTX_set1_server(OSSL_CMP_CTX *ctx, const char *address);
int OSSL_CMP_CTX_set_serverPort(OSSL_CMP_CTX *ctx, int port);
int OSSL_CMP_CTX_set1_proxy(OSSL_CMP_CTX *ctx, const char *name);
int OSSL_CMP_CTX_set1_no_proxy(OSSL_CMP_CTX
 *ctx, const char *names);
int OSSL_CMP_CTX_set_http_cb(OSSL_CMP_CTX *ctx, OSSL_HTTP_bio_cb_t cb);
int OSSL_CMP_CTX_set_http_cb_arg(OSSL_CMP_CTX *ctx, void *arg);
void *OSSL_CMP_CTX_get_http_cb_arg(const OSSL_CMP_CTX *ctx);
typedef OSSL_CMP_MSG *(*OSSL_CMP_transfer_cb_t) (OSSL_CMP_CTX *ctx,
                                  const OSSL_CMP_MSG *req);
int OSSL_CMP_CTX_set_transfer_cb(OSSL_CMP_CTX *ctx, OSSL_CMP_transfer_cb_t cb);
int OSSL_CMP_CTX_set_transfer_cb_arg(OSSL_CMP_CTX *ctx, void *arg);
void *OSSL_CMP_CTX_get_transfer_cb_arg(const OSSL_CMP_CTX *ctx);
/* server authentication: */
int OSSL_CMP_CTX_set1_srvCert(OSSL_CMP_CTX *ctx, X509 *cert);
int OSSL_CMP_CTX_set1_expected_sender(OSSL_CMP_CTX *ctx, const X509_NAME *name);
int OSSL_CMP_CTX_set0_trustedStore(OSSL_CMP_CTX *ctx, X509_STORE *store);
X509_STORE *OSSL_CMP_CTX_get0_trustedStore(const OSSL_CMP_CTX *ctx);
int OSSL_CMP_CTX_set1_untrusted(OSSL_CMP_CTX *ctx, STACK_OF(X509) *certs);
STACK_OF(X509)
```

```
 *OSSL_CMP_CTX_get0_untrusted(const OSSL_CMP_CTX *ctx);
/* client authentication: */
int OSSL_CMP_CTX_set1_cert(OSSL_CMP_CTX *ctx, X509 *cert);
int OSSL_CMP_CTX_build_cert_chain(OSSL_CMP_CTX *ctx, X509_STORE *own_trusted,
                          STACK_OF(X509) *candidates);
int OSSL_CMP_CTX_set1_pkey(OSSL_CMP_CTX *ctx, EVP_PKEY *pkey);
int OSSL_CMP_CTX_set1_referenceValue(OSSL_CMP_CTX *ctx,
                             const unsigned char *ref, int len);
int OSSL_CMP_CTX_set1_secretValue(OSSL_CMP_CTX *ctx,
                          const unsigned char *sec, int len);
/* CMP message header and extra certificates: */
int OSSL_CMP_CTX_set1_recipient(OSSL_CMP_CTX *ctx, const X509_NAME *name);
int OSSL_CMP_CTX_push0_geninfo_ITAV(OSSL_CMP_CTX *ctx, OSSL_CMP_ITAV *itav);
int OSSL_CMP_CTX_reset_geninfo_ITAVs(OSSL_CMP_CTX *ctx);
int OSSL_CMP_CTX_set1_extraCertsOut(OSSL_CMP_CTX *ctx,
                            STACK_OF(X509) *extraCertsOut);
/* certificate template:
 */
int OSSL_CMP_CTX_set0_newPkey(OSSL_CMP_CTX *ctx, int priv, EVP_PKEY *pkey);
EVP_PKEY *OSSL_CMP_CTX_get0_newPkey(const OSSL_CMP_CTX *ctx, int priv);
int OSSL_CMP_CTX_set1_issuer(OSSL_CMP_CTX *ctx, const X509_NAME *name);
int OSSL_CMP_CTX_set1_subjectName(OSSL_CMP_CTX *ctx, const X509_NAME *name);
int OSSL_CMP_CTX_push1_subjectAltName(OSSL_CMP_CTX *ctx,
                              const GENERAL_NAME *name);
int OSSL_CMP_CTX_set0_reqExtensions(OSSL_CMP_CTX *ctx, X509_EXTENSIONS *exts);
int OSSL_CMP_CTX_reqExtensions_have_SAN(OSSL_CMP_CTX *ctx);
int OSSL_CMP_CTX_push0_policy(OSSL_CMP_CTX *ctx, POLICYINFO *pinfo);
int OSSL_CMP_CTX_set1_oldCert(OSSL_CMP_CTX *ctx, X509 *cert);
int OSSL_CMP_CTX_set1_p10CSR(OSSL_CMP_CTX *ctx, const X509_REQ *csr);
/* misc body contents: */
int OSSL_CMP_CTX_push0_genm_ITAV(OSSL_CMP_CTX *ctx, OSSL_CMP_ITAV *itav);
/* certificate confirmation: */
typedef int (*OSSL_CMP_certConf_cb_t) (OSSL_CMP_CTX *ctx, X509 *cert,

        int fail_info, const char **txt);
int OSSL_CMP_certConf_cb(OSSL_CMP_CTX *ctx, X509 *cert, int fail_info,
                     const char **text);
int OSSL_CMP_CTX_set_certConf_cb(OSSL_CMP_CTX *ctx, OSSL_CMP_certConf_cb_t cb);
int OSSL_CMP_CTX_set_certConf_cb_arg(OSSL_CMP_CTX *ctx, void *arg);
void *OSSL_CMP_CTX_get_certConf_cb_arg(const OSSL_CMP_CTX *ctx);
/* result fetching: */
int OSSL_CMP_CTX_get_status(const OSSL_CMP_CTX *ctx);
OSSL_CMP_PKIFREETEXT *OSSL_CMP_CTX_get0_statusString(const OSSL_CMP_CTX *ctx);
int OSSL_CMP_CTX_get_failInfoCode(const OSSL_CMP_CTX *ctx);
#  define OSSL_CMP_PKISI_BUFLEN 1024
X509 *OSSL_CMP_CTX_get0_newCert(const OSSL_CMP_CTX *ctx);
STACK_OF(X509) *OSSL_CMP_CTX_get1_newChain(const OSSL_CMP_CTX *ctx);
STACK_OF(X509) *OSSL_CMP_CTX_get1_caPubs(const OSSL_CMP_CTX *ctx);
```

```
STACK_OF(X509) *OSSL_CMP_CTX_get1_extraCertsIn(const OSSL_CMP_CTX *ctx);
int OSSL_CMP_CTX_set1_transactionID(OSSL_CMP_CTX *ctx,
                            const ASN1_OCTET_STRING
 *id);
int OSSL_CMP_CTX_set1_senderNonce(OSSL_CMP_CTX *ctx,
                          const ASN1_OCTET_STRING *nonce);

/* from cmp_status.c */
char *OSSL_CMP_CTX_snprint_PKIStatus(const OSSL_CMP_CTX *ctx, char *buf,
                             size_t bufsize);
char *OSSL_CMP_snprint_PKIStatusInfo(const OSSL_CMP_PKISI *statusInfo,
                             char *buf, size_t bufsize);
OSSL_CMP_PKISI *
OSSL_CMP_STATUSINFO_new(int status, int fail_info, const char *text);

/* from cmp_hdr.c */
ASN1_OCTET_STRING *OSSL_CMP_HDR_get0_transactionID(const
                                       OSSL_CMP_PKIHEADER *hdr);
ASN1_OCTET_STRING *OSSL_CMP_HDR_get0_recipNonce(const OSSL_CMP_PKIHEADER *hdr);

/* from cmp_msg.c */
OSSL_CMP_PKIHEADER *OSSL_CMP_MSG_get0_header(const OSSL_CMP_MSG *msg);
int OSSL_CMP_MSG_get_bodytype(const OSSL_CMP_MSG *msg);
int OSSL_CMP_MSG_update_transactionID(OSSL_CMP_CTX *ctx, OSSL_CMP_MSG *msg);
int OSSL_CMP_MSG_update_recipNonce(OSSL_CMP_CTX
 *ctx, OSSL_CMP_MSG *msg);
OSSL_CRMF_MSG *OSSL_CMP_CTX_setup_CRM(OSSL_CMP_CTX *ctx, int for_KUR, int rid);
OSSL_CMP_MSG *OSSL_CMP_MSG_read(const char *file, OSSL_LIB_CTX *libctx,
                        const char *propq);
int OSSL_CMP_MSG_write(const char *file, const OSSL_CMP_MSG *msg);
OSSL_CMP_MSG *d2i_OSSL_CMP_MSG_bio(BIO *bio, OSSL_CMP_MSG **msg);
int i2d_OSSL_CMP_MSG_bio(BIO *bio, const OSSL_CMP_MSG *msg);

/* from cmp_vfy.c */
int OSSL_CMP_validate_msg(OSSL_CMP_CTX *ctx, const OSSL_CMP_MSG *msg);
int OSSL_CMP_validate_cert_path(const OSSL_CMP_CTX *ctx,
                        X509_STORE *trusted_store, X509 *cert);

/* from cmp_http.c */
OSSL_CMP_MSG *OSSL_CMP_MSG_http_perform(OSSL_CMP_CTX *ctx,
                              const OSSL_CMP_MSG *req);

/* from cmp_server.c */
typedef struct ossl_cmp_srv_ctx_st OSSL_CMP_SRV_CTX;
OSSL_CMP_MSG *OSSL_CMP_SRV_process_request(OSSL_CMP_SRV_CTX *srv_ctx,

   const OSSL_CMP_MSG *req);
OSSL_CMP_MSG * OSSL_CMP_CTX_server_perform(OSSL_CMP_CTX *client_ctx,
```

```
                                const OSSL_CMP_MSG *req);
OSSL_CMP_SRV_CTX *OSSL_CMP_SRV_CTX_new(OSSL_LIB_CTX *libctx, const char *propq);
void OSSL_CMP_SRV_CTX_free(OSSL_CMP_SRV_CTX *srv_ctx);
typedef OSSL_CMP_PKISI *(*OSSL_CMP_SRV_cert_request_cb_t)
  (OSSL_CMP_SRV_CTX *srv_ctx, const OSSL_CMP_MSG *req, int certReqId,
   const OSSL_CRMF_MSG *crm, const X509_REQ *p10cr,
   X509 **certOut, STACK_OF(X509) **chainOut, STACK_OF(X509) **caPubs);
typedef OSSL_CMP_PKISI *(*OSSL_CMP_SRV_rr_cb_t)(OSSL_CMP_SRV_CTX *srv_ctx,
                                const OSSL_CMP_MSG *req,
                                const X509_NAME *issuer,
                                const ASN1_INTEGER *serial);
typedef int (*OSSL_CMP_SRV_genm_cb_t)(OSSL_CMP_SRV_CTX *srv_ctx,
                            const OSSL_CMP_MSG *req,

                      const STACK_OF(OSSL_CMP_ITAV) *in,
                            STACK_OF(OSSL_CMP_ITAV) **out);
typedef void (*OSSL_CMP_SRV_error_cb_t)(OSSL_CMP_SRV_CTX *srv_ctx,
                              const OSSL_CMP_MSG *req,
                              const OSSL_CMP_PKISI *statusInfo,
                              const ASN1_INTEGER *errorCode,
                              const OSSL_CMP_PKIFREETEXT *errDetails);
typedef int (*OSSL_CMP_SRV_certConf_cb_t)(OSSL_CMP_SRV_CTX *srv_ctx,
                                const OSSL_CMP_MSG *req,
                                int certReqId,
                                const ASN1_OCTET_STRING *certHash,
                                const OSSL_CMP_PKISI *si);
typedef int (*OSSL_CMP_SRV_pollReq_cb_t)(OSSL_CMP_SRV_CTX *srv_ctx,
                                const OSSL_CMP_MSG *req, int certReqId,

               OSSL_CMP_MSG **certReq,
                                int64_t *check_after);
int OSSL_CMP_SRV_CTX_init(OSSL_CMP_SRV_CTX *srv_ctx, void *custom_ctx,
                    OSSL_CMP_SRV_cert_request_cb_t process_cert_request,
                    OSSL_CMP_SRV_rr_cb_t process_rr,
                    OSSL_CMP_SRV_genm_cb_t process_genm,
                    OSSL_CMP_SRV_error_cb_t process_error,
                    OSSL_CMP_SRV_certConf_cb_t process_certConf,
                    OSSL_CMP_SRV_pollReq_cb_t process_pollReq);
OSSL_CMP_CTX *OSSL_CMP_SRV_CTX_get0_cmp_ctx(const OSSL_CMP_SRV_CTX *srv_ctx);
void *OSSL_CMP_SRV_CTX_get0_custom_ctx(const OSSL_CMP_SRV_CTX *srv_ctx);
int OSSL_CMP_SRV_CTX_set_send_unprotected_errors(OSSL_CMP_SRV_CTX *srv_ctx,
                                  int val);
int OSSL_CMP_SRV_CTX_set_accept_unprotected(OSSL_CMP_SRV_CTX *srv_ctx, int val);
int OSSL_CMP_SRV_CTX_set_accept_raverified(OSSL_CMP_SRV_CTX
 *srv_ctx, int val);
int OSSL_CMP_SRV_CTX_set_grant_implicit_confirm(OSSL_CMP_SRV_CTX *srv_ctx,
                                  int val);
```

```
/* from cmp_client.c */
X509 *OSSL_CMP_exec_certreq(OSSL_CMP_CTX *ctx, int req_type,
                            const OSSL_CRMF_MSG *crm);
# define OSSL_CMP_IR    0
# define OSSL_CMP_CR    2
# define OSSL_CMP_P10CR 4
# define OSSL_CMP_KUR   7
# define OSSL_CMP_exec_IR_ses(ctx) \
  OSSL_CMP_exec_certreq(ctx, OSSL_CMP_IR, NULL)
# define OSSL_CMP_exec_CR_ses(ctx) \
  OSSL_CMP_exec_certreq(ctx, OSSL_CMP_CR, NULL)
# define OSSL_CMP_exec_P10CR_ses(ctx) \
  OSSL_CMP_exec_certreq(ctx, OSSL_CMP_P10CR, NULL)
# define OSSL_CMP_exec_KUR_ses(ctx) \
  OSSL_CMP_exec_certreq(ctx, OSSL_CMP_KUR, NULL)
int OSSL_CMP_try_certreq(OSSL_CMP_CTX *ctx, int req_type,
                         const OSSL_CRMF_MSG *crm, int *checkAfter);
int OSSL_CMP_exec_RR_ses(OSSL_CMP_CTX *ctx);
STACK_OF(OSSL_CMP_ITAV) *OSSL_CMP_exec_GENM_ses(OSSL_CMP_CTX
 *ctx);

# ifdef __cplusplus
}
# endif
# endif /* !defined(OPENSSL_NO_CMP) */
#endif /* !defined(OPENSSL_CMP_H) */
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*/

#ifndef OSSL_CRYPTO_DSO_CONF_H
# define OSSL_CRYPTO_DSO_CONF_H
# pragma once

# define DSO_DLFCN
```

define HAVE_DLFCN_H
define DSO_EXTENSION ".so"
#endif
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JSON parsing library (nlohmann/json)

File: vendor/json/upstream/single_include/nlohmann/json.hpp (only for ICU4C)

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File: aclocal.m4 (only for ICU4C)
Section: pkg.m4 - Macros to locate and utilise pkg-config.

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*/

#ifndef OPENSSL_X509_VFY_H
define OPENSSL_X509_VFY_H
pragma once

include <openssl/macros.h>
ifndef OPENSSL_NO_DEPRECATED_3_0

```
#  define HEADER_X509_VFY_H
# endif

/*
* Protect against recursion, x509.h and x509_vfy.h each include the other.
*/
# ifndef OPENSSL_X509_H
#  include <openssl/x509.h>
# endif

# include <openssl/opensslconf.h>
# include <openssl/lhash.h>
# include <openssl/bio.h>
# include <openssl/crypto.h>
# include <openssl/symhacks.h>

#ifdef  __cplusplus
extern "C" {
#endif

/*-
SSL_CTX -> X509_STORE
            -> X509_LOOKUP

           ->X509_LOOKUP_METHOD
             -> X509_LOOKUP
                   ->X509_LOOKUP_METHOD

SSL     -> X509_STORE_CTX
            ->X509_STORE

The X509_STORE holds the tables etc for verification stuff.
A X509_STORE_CTX is used while validating a single certificate.
The X509_STORE has X509_LOOKUPs for looking up certs.
The X509_STORE then calls a function to actually verify the
certificate chain.
*/

typedef enum {
   X509_LU_NONE = 0,
   X509_LU_X509, X509_LU_CRL
} X509_LOOKUP_TYPE;

#ifndef OPENSSL_NO_DEPRECATED_1_1_0
#define X509_LU_RETRY   -1
#define X509_LU_FAIL    0
#endif
```

```
SKM_DEFINE_STACK_OF_INTERNAL(X509_LOOKUP, X509_LOOKUP, X509_LOOKUP)
#define sk_X509_LOOKUP_num(sk) OPENSSL_sk_num(ossl_check_const_X509_LOOKUP_sk_type(sk))
#define sk_X509_LOOKUP_value(sk, idx) ((X509_LOOKUP
*)OPENSSL_sk_value(ossl_check_const_X509_LOOKUP_sk_type(sk), (idx)))
#define sk_X509_LOOKUP_new(cmp) ((STACK_OF(X509_LOOKUP)
*)OPENSSL_sk_new(ossl_check_X509_LOOKUP_compfunc_type(cmp)))
#define
 sk_X509_LOOKUP_new_null() ((STACK_OF(X509_LOOKUP) *)OPENSSL_sk_new_null())
#define sk_X509_LOOKUP_new_reserve(cmp, n) ((STACK_OF(X509_LOOKUP)
*)OPENSSL_sk_new_reserve(ossl_check_X509_LOOKUP_compfunc_type(cmp), (n)))
#define sk_X509_LOOKUP_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_LOOKUP_sk_type(sk), (n))
#define sk_X509_LOOKUP_free(sk) OPENSSL_sk_free(ossl_check_X509_LOOKUP_sk_type(sk))
#define sk_X509_LOOKUP_zero(sk) OPENSSL_sk_zero(ossl_check_X509_LOOKUP_sk_type(sk))
#define sk_X509_LOOKUP_delete(sk, i) ((X509_LOOKUP
*)OPENSSL_sk_delete(ossl_check_X509_LOOKUP_sk_type(sk), (i)))
#define sk_X509_LOOKUP_delete_ptr(sk, ptr) ((X509_LOOKUP
*)OPENSSL_sk_delete_ptr(ossl_check_X509_LOOKUP_sk_type(sk), ossl_check_X509_LOOKUP_type(ptr)))
#define sk_X509_LOOKUP_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_LOOKUP_sk_type(sk),
ossl_check_X509_LOOKUP_type(ptr))
#define sk_X509_LOOKUP_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_LOOKUP_sk_type(sk),
ossl_check_X509_LOOKUP_type(ptr))
#define
 sk_X509_LOOKUP_pop(sk) ((X509_LOOKUP *)OPENSSL_sk_pop(ossl_check_X509_LOOKUP_sk_type(sk)))
#define sk_X509_LOOKUP_shift(sk) ((X509_LOOKUP
*)OPENSSL_sk_shift(ossl_check_X509_LOOKUP_sk_type(sk)))
#define sk_X509_LOOKUP_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_LOOKUP_sk_type(sk),ossl_check_X509_LOOKUP_freefunc_type(free
func))
#define sk_X509_LOOKUP_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_LOOKUP_sk_type(sk),
ossl_check_X509_LOOKUP_type(ptr), (idx))
#define sk_X509_LOOKUP_set(sk, idx, ptr) ((X509_LOOKUP
*)OPENSSL_sk_set(ossl_check_X509_LOOKUP_sk_type(sk), (idx), ossl_check_X509_LOOKUP_type(ptr)))
#define sk_X509_LOOKUP_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_LOOKUP_sk_type(sk),
ossl_check_X509_LOOKUP_type(ptr))
#define sk_X509_LOOKUP_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_LOOKUP_sk_type(sk),
ossl_check_X509_LOOKUP_type(ptr))
#define sk_X509_LOOKUP_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_X509_LOOKUP_sk_type(sk),
 ossl_check_X509_LOOKUP_type(ptr), pnum)
#define sk_X509_LOOKUP_sort(sk) OPENSSL_sk_sort(ossl_check_X509_LOOKUP_sk_type(sk))
#define sk_X509_LOOKUP_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_X509_LOOKUP_sk_type(sk))
#define sk_X509_LOOKUP_dup(sk) ((STACK_OF(X509_LOOKUP)
*)OPENSSL_sk_dup(ossl_check_const_X509_LOOKUP_sk_type(sk)))
#define sk_X509_LOOKUP_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_LOOKUP)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_LOOKUP_sk_type(sk),
ossl_check_X509_LOOKUP_copyfunc_type(copyfunc), ossl_check_X509_LOOKUP_freefunc_type(freefunc)))
#define sk_X509_LOOKUP_set_cmp_func(sk, cmp)
```

```
((sk_X509_LOOKUP_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_LOOKUP_sk_type(sk),
ossl_check_X509_LOOKUP_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(X509_OBJECT, X509_OBJECT, X509_OBJECT)
#define sk_X509_OBJECT_num(sk) OPENSSL_sk_num(ossl_check_const_X509_OBJECT_sk_type(sk))
#define sk_X509_OBJECT_value(sk, idx) ((X509_OBJECT
*)OPENSSL_sk_value(ossl_check_const_X509_OBJECT_sk_type(sk),
 (idx)))
#define sk_X509_OBJECT_new(cmp) ((STACK_OF(X509_OBJECT)
*)OPENSSL_sk_new(ossl_check_X509_OBJECT_compfunc_type(cmp)))
#define sk_X509_OBJECT_new_null() ((STACK_OF(X509_OBJECT) *)OPENSSL_sk_new_null())
#define sk_X509_OBJECT_new_reserve(cmp, n) ((STACK_OF(X509_OBJECT)
*)OPENSSL_sk_new_reserve(ossl_check_X509_OBJECT_compfunc_type(cmp), (n)))
#define sk_X509_OBJECT_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_OBJECT_sk_type(sk), (n))
#define sk_X509_OBJECT_free(sk) OPENSSL_sk_free(ossl_check_X509_OBJECT_sk_type(sk))
#define sk_X509_OBJECT_zero(sk) OPENSSL_sk_zero(ossl_check_X509_OBJECT_sk_type(sk))
#define sk_X509_OBJECT_delete(sk, i) ((X509_OBJECT
*)OPENSSL_sk_delete(ossl_check_X509_OBJECT_sk_type(sk), (i)))
#define sk_X509_OBJECT_delete_ptr(sk, ptr) ((X509_OBJECT
*)OPENSSL_sk_delete_ptr(ossl_check_X509_OBJECT_sk_type(sk), ossl_check_X509_OBJECT_type(ptr)))
#define sk_X509_OBJECT_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_OBJECT_sk_type(sk),
 ossl_check_X509_OBJECT_type(ptr))
#define sk_X509_OBJECT_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_OBJECT_sk_type(sk),
ossl_check_X509_OBJECT_type(ptr))
#define sk_X509_OBJECT_pop(sk) ((X509_OBJECT
*)OPENSSL_sk_pop(ossl_check_X509_OBJECT_sk_type(sk)))
#define sk_X509_OBJECT_shift(sk) ((X509_OBJECT
*)OPENSSL_sk_shift(ossl_check_X509_OBJECT_sk_type(sk)))
#define sk_X509_OBJECT_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_OBJECT_sk_type(sk),ossl_check_X509_OBJECT_freefunc_type(freef
unc))
#define sk_X509_OBJECT_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_OBJECT_sk_type(sk),
ossl_check_X509_OBJECT_type(ptr), (idx))
#define sk_X509_OBJECT_set(sk, idx, ptr) ((X509_OBJECT
*)OPENSSL_sk_set(ossl_check_X509_OBJECT_sk_type(sk), (idx), ossl_check_X509_OBJECT_type(ptr)))
#define sk_X509_OBJECT_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_OBJECT_sk_type(sk),
ossl_check_X509_OBJECT_type(ptr))
#define sk_X509_OBJECT_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_OBJECT_sk_type(sk),
 ossl_check_X509_OBJECT_type(ptr))
#define sk_X509_OBJECT_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_X509_OBJECT_sk_type(sk), ossl_check_X509_OBJECT_type(ptr), pnum)
#define sk_X509_OBJECT_sort(sk) OPENSSL_sk_sort(ossl_check_X509_OBJECT_sk_type(sk))
#define sk_X509_OBJECT_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_X509_OBJECT_sk_type(sk))
#define sk_X509_OBJECT_dup(sk) ((STACK_OF(X509_OBJECT)
*)OPENSSL_sk_dup(ossl_check_const_X509_OBJECT_sk_type(sk)))
#define sk_X509_OBJECT_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_OBJECT)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_OBJECT_sk_type(sk),
ossl_check_X509_OBJECT_copyfunc_type(copyfunc), ossl_check_X509_OBJECT_freefunc_type(freefunc)))
#define sk_X509_OBJECT_set_cmp_func(sk, cmp)
```

```
((sk_X509_OBJECT_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_OBJECT_sk_type(sk),
ossl_check_X509_OBJECT_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(X509_VERIFY_PARAM, X509_VERIFY_PARAM,
X509_VERIFY_PARAM)
#define
 sk_X509_VERIFY_PARAM_num(sk)
OPENSSL_sk_num(ossl_check_const_X509_VERIFY_PARAM_sk_type(sk))
#define sk_X509_VERIFY_PARAM_value(sk, idx) ((X509_VERIFY_PARAM
*)OPENSSL_sk_value(ossl_check_const_X509_VERIFY_PARAM_sk_type(sk), (idx)))
#define sk_X509_VERIFY_PARAM_new(cmp) ((STACK_OF(X509_VERIFY_PARAM)
*)OPENSSL_sk_new(ossl_check_X509_VERIFY_PARAM_compfunc_type(cmp)))
#define sk_X509_VERIFY_PARAM_new_null() ((STACK_OF(X509_VERIFY_PARAM)
*)OPENSSL_sk_new_null())
#define sk_X509_VERIFY_PARAM_new_reserve(cmp, n) ((STACK_OF(X509_VERIFY_PARAM)
*)OPENSSL_sk_new_reserve(ossl_check_X509_VERIFY_PARAM_compfunc_type(cmp), (n)))
#define sk_X509_VERIFY_PARAM_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_X509_VERIFY_PARAM_sk_type(sk), (n))
#define sk_X509_VERIFY_PARAM_free(sk)
OPENSSL_sk_free(ossl_check_X509_VERIFY_PARAM_sk_type(sk))
#define sk_X509_VERIFY_PARAM_zero(sk)
OPENSSL_sk_zero(ossl_check_X509_VERIFY_PARAM_sk_type(sk))
#define sk_X509_VERIFY_PARAM_delete(sk, i) ((X509_VERIFY_PARAM
*)OPENSSL_sk_delete(ossl_check_X509_VERIFY_PARAM_sk_type(sk),
 (i)))
#define sk_X509_VERIFY_PARAM_delete_ptr(sk, ptr) ((X509_VERIFY_PARAM
*)OPENSSL_sk_delete_ptr(ossl_check_X509_VERIFY_PARAM_sk_type(sk),
ossl_check_X509_VERIFY_PARAM_type(ptr)))
#define sk_X509_VERIFY_PARAM_push(sk, ptr)
OPENSSL_sk_push(ossl_check_X509_VERIFY_PARAM_sk_type(sk),
ossl_check_X509_VERIFY_PARAM_type(ptr))
#define sk_X509_VERIFY_PARAM_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_X509_VERIFY_PARAM_sk_type(sk),
ossl_check_X509_VERIFY_PARAM_type(ptr))
#define sk_X509_VERIFY_PARAM_pop(sk) ((X509_VERIFY_PARAM
*)OPENSSL_sk_pop(ossl_check_X509_VERIFY_PARAM_sk_type(sk)))
#define sk_X509_VERIFY_PARAM_shift(sk) ((X509_VERIFY_PARAM
*)OPENSSL_sk_shift(ossl_check_X509_VERIFY_PARAM_sk_type(sk)))
#define sk_X509_VERIFY_PARAM_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_VERIFY_PARAM_sk_type(sk),ossl_check_X509_VERIFY_PARAM_
freefunc_type(freefunc))
#define sk_X509_VERIFY_PARAM_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_X509_VERIFY_PARAM_sk_type(sk),
 ossl_check_X509_VERIFY_PARAM_type(ptr), (idx))
#define sk_X509_VERIFY_PARAM_set(sk, idx, ptr) ((X509_VERIFY_PARAM
*)OPENSSL_sk_set(ossl_check_X509_VERIFY_PARAM_sk_type(sk), (idx),
ossl_check_X509_VERIFY_PARAM_type(ptr)))
#define sk_X509_VERIFY_PARAM_find(sk, ptr)
OPENSSL_sk_find(ossl_check_X509_VERIFY_PARAM_sk_type(sk),
```

```
ossl_check_X509_VERIFY_PARAM_type(ptr))
#define sk_X509_VERIFY_PARAM_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_X509_VERIFY_PARAM_sk_type(sk),
ossl_check_X509_VERIFY_PARAM_type(ptr))
#define sk_X509_VERIFY_PARAM_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_X509_VERIFY_PARAM_sk_type(sk),
ossl_check_X509_VERIFY_PARAM_type(ptr), pnum)
#define sk_X509_VERIFY_PARAM_sort(sk)
OPENSSL_sk_sort(ossl_check_X509_VERIFY_PARAM_sk_type(sk))
#define sk_X509_VERIFY_PARAM_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_X509_VERIFY_PARAM_sk_type(sk))
#define sk_X509_VERIFY_PARAM_dup(sk) ((STACK_OF(X509_VERIFY_PARAM)
*)OPENSSL_sk_dup(ossl_check_const_X509_VERIFY_PARAM_sk_type(sk)))
#define
 sk_X509_VERIFY_PARAM_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_VERIFY_PARAM)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_VERIFY_PARAM_sk_type(sk),
ossl_check_X509_VERIFY_PARAM_copyfunc_type(copyfunc),
ossl_check_X509_VERIFY_PARAM_freefunc_type(freefunc)))
#define sk_X509_VERIFY_PARAM_set_cmp_func(sk, cmp)
((sk_X509_VERIFY_PARAM_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_VERIFY_PARAM_sk_
type(sk), ossl_check_X509_VERIFY_PARAM_compfunc_type(cmp)))


/* This is used for a table of trust checking functions */
typedef struct x509_trust_st {
  int trust;
  int flags;
  int (*check_trust) (struct x509_trust_st *, X509 *, int);
  char *name;
  int arg1;
  void *arg2;
} X509_TRUST;
SKM_DEFINE_STACK_OF_INTERNAL(X509_TRUST, X509_TRUST, X509_TRUST)
#define sk_X509_TRUST_num(sk) OPENSSL_sk_num(ossl_check_const_X509_TRUST_sk_type(sk))
#define sk_X509_TRUST_value(sk, idx) ((X509_TRUST
*)OPENSSL_sk_value(ossl_check_const_X509_TRUST_sk_type(sk),
 (idx)))
#define sk_X509_TRUST_new(cmp) ((STACK_OF(X509_TRUST)
*)OPENSSL_sk_new(ossl_check_X509_TRUST_compfunc_type(cmp)))
#define sk_X509_TRUST_new_null() ((STACK_OF(X509_TRUST) *)OPENSSL_sk_new_null())
#define sk_X509_TRUST_new_reserve(cmp, n) ((STACK_OF(X509_TRUST)
*)OPENSSL_sk_new_reserve(ossl_check_X509_TRUST_compfunc_type(cmp), (n)))
#define sk_X509_TRUST_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_TRUST_sk_type(sk), (n))
#define sk_X509_TRUST_free(sk) OPENSSL_sk_free(ossl_check_X509_TRUST_sk_type(sk))
#define sk_X509_TRUST_zero(sk) OPENSSL_sk_zero(ossl_check_X509_TRUST_sk_type(sk))
#define sk_X509_TRUST_delete(sk, i) ((X509_TRUST
*)OPENSSL_sk_delete(ossl_check_X509_TRUST_sk_type(sk), (i)))
#define sk_X509_TRUST_delete_ptr(sk, ptr) ((X509_TRUST
```

```
*)OPENSSL_sk_delete_ptr(ossl_check_X509_TRUST_sk_type(sk), ossl_check_X509_TRUST_type(ptr)))
#define sk_X509_TRUST_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_TRUST_sk_type(sk),
ossl_check_X509_TRUST_type(ptr))
#define
 sk_X509_TRUST_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_TRUST_sk_type(sk),
ossl_check_X509_TRUST_type(ptr))
#define sk_X509_TRUST_pop(sk) ((X509_TRUST *)OPENSSL_sk_pop(ossl_check_X509_TRUST_sk_type(sk)))
#define sk_X509_TRUST_shift(sk) ((X509_TRUST
*)OPENSSL_sk_shift(ossl_check_X509_TRUST_sk_type(sk)))
#define sk_X509_TRUST_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_TRUST_sk_type(sk),ossl_check_X509_TRUST_freefunc_type(freefunc
))
#define sk_X509_TRUST_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_TRUST_sk_type(sk),
ossl_check_X509_TRUST_type(ptr), (idx))
#define sk_X509_TRUST_set(sk, idx, ptr) ((X509_TRUST
*)OPENSSL_sk_set(ossl_check_X509_TRUST_sk_type(sk), (idx), ossl_check_X509_TRUST_type(ptr)))
#define sk_X509_TRUST_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_TRUST_sk_type(sk),
ossl_check_X509_TRUST_type(ptr))
#define sk_X509_TRUST_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_TRUST_sk_type(sk),
ossl_check_X509_TRUST_type(ptr))
#define
 sk_X509_TRUST_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_X509_TRUST_sk_type(sk),
ossl_check_X509_TRUST_type(ptr), pnum)
#define sk_X509_TRUST_sort(sk) OPENSSL_sk_sort(ossl_check_X509_TRUST_sk_type(sk))
#define sk_X509_TRUST_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_X509_TRUST_sk_type(sk))
#define sk_X509_TRUST_dup(sk) ((STACK_OF(X509_TRUST)
*)OPENSSL_sk_dup(ossl_check_const_X509_TRUST_sk_type(sk)))
#define sk_X509_TRUST_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_TRUST)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_TRUST_sk_type(sk),
ossl_check_X509_TRUST_copyfunc_type(copyfunc), ossl_check_X509_TRUST_freefunc_type(freefunc)))
#define sk_X509_TRUST_set_cmp_func(sk, cmp)
((sk_X509_TRUST_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_TRUST_sk_type(sk),
ossl_check_X509_TRUST_compfunc_type(cmp)))


/* standard trust ids */
# define X509_TRUST_DEFAULT     0 /* Only valid in purpose settings */
# define X509_TRUST_COMPAT      1
# define X509_TRUST_SSL_CLIENT
  2
# define X509_TRUST_SSL_SERVER  3
# define X509_TRUST_EMAIL       4
# define X509_TRUST_OBJECT_SIGN 5
# define X509_TRUST_OCSP_SIGN   6
# define X509_TRUST_OCSP_REQUEST 7
# define X509_TRUST_TSA         8
/* Keep these up to date! */
# define X509_TRUST_MIN         1
```

```
# define X509_TRUST_MAX         8

/* trust_flags values */
# define X509_TRUST_DYNAMIC      (1U << 0)
# define X509_TRUST_DYNAMIC_NAME (1U << 1)
/* No compat trust if self-signed, preempts "DO_SS" */
# define X509_TRUST_NO_SS_COMPAT (1U << 2)
/* Compat trust if no explicit accepted trust EKUs */
# define X509_TRUST_DO_SS_COMPAT (1U << 3)
/* Accept "anyEKU" as a wildcard rejection OID and as a wildcard trust OID */
# define X509_TRUST_OK_ANY_EKU   (1U << 4)

/* check_trust return codes */
# define X509_TRUST_TRUSTED      1
# define X509_TRUST_REJECTED     2
# define X509_TRUST_UNTRUSTED    3

int X509_TRUST_set(int *t, int trust);
int X509_TRUST_get_count(void);
X509_TRUST *X509_TRUST_get0(int idx);
int
 X509_TRUST_get_by_id(int id);
int X509_TRUST_add(int id, int flags, int (*ck) (X509_TRUST *, X509 *, int),
                   const char *name, int arg1, void *arg2);
void X509_TRUST_cleanup(void);
int X509_TRUST_get_flags(const X509_TRUST *xp);
char *X509_TRUST_get0_name(const X509_TRUST *xp);
int X509_TRUST_get_trust(const X509_TRUST *xp);

int X509_trusted(const X509 *x);
int X509_add1_trust_object(X509 *x, const ASN1_OBJECT *obj);
int X509_add1_reject_object(X509 *x, const ASN1_OBJECT *obj);
void X509_trust_clear(X509 *x);
void X509_reject_clear(X509 *x);
STACK_OF(ASN1_OBJECT) *X509_get0_trust_objects(X509 *x);
STACK_OF(ASN1_OBJECT) *X509_get0_reject_objects(X509 *x);

int (*X509_TRUST_set_default(int (*trust) (int, X509 *, int))) (int, X509 *,
                                                               int);
int X509_check_trust(X509 *x, int id, int flags);

int X509_verify_cert(X509_STORE_CTX *ctx);
int X509_STORE_CTX_verify(X509_STORE_CTX *ctx);
STACK_OF(X509) *X509_build_chain(X509
 *target, STACK_OF(X509) *certs,
                                 X509_STORE *store, int with_self_signed,
                                 OSSL_LIB_CTX *libctx, const char *propq);
```

```
int X509_STORE_set_depth(X509_STORE *store, int depth);

typedef int (*X509_STORE_CTX_verify_cb)(int, X509_STORE_CTX *);
int X509_STORE_CTX_print_verify_cb(int ok, X509_STORE_CTX *ctx);
typedef int (*X509_STORE_CTX_verify_fn)(X509_STORE_CTX *);
typedef int (*X509_STORE_CTX_get_issuer_fn)(X509 **issuer,
                                X509_STORE_CTX *ctx, X509 *x);
typedef int (*X509_STORE_CTX_check_issued_fn)(X509_STORE_CTX *ctx,
                                 X509 *x, X509 *issuer);
typedef int (*X509_STORE_CTX_check_revocation_fn)(X509_STORE_CTX *ctx);
typedef int (*X509_STORE_CTX_get_crl_fn)(X509_STORE_CTX *ctx,
                               X509_CRL **crl, X509 *x);
typedef int (*X509_STORE_CTX_check_crl_fn)(X509_STORE_CTX *ctx, X509_CRL *crl);
typedef
 int (*X509_STORE_CTX_cert_crl_fn)(X509_STORE_CTX *ctx,
                                X509_CRL *crl, X509 *x);
typedef int (*X509_STORE_CTX_check_policy_fn)(X509_STORE_CTX *ctx);
typedef STACK_OF(X509)
  *(*X509_STORE_CTX_lookup_certs_fn)(X509_STORE_CTX *ctx,
                                const X509_NAME *nm);
typedef STACK_OF(X509_CRL)
  *(*X509_STORE_CTX_lookup_crls_fn)(const X509_STORE_CTX *ctx,
                               const X509_NAME *nm);
typedef int (*X509_STORE_CTX_cleanup_fn)(X509_STORE_CTX *ctx);

void X509_STORE_CTX_set_depth(X509_STORE_CTX *ctx, int depth);

# define X509_STORE_CTX_set_app_data(ctx,data) \
      X509_STORE_CTX_set_ex_data(ctx,0,data)
# define X509_STORE_CTX_get_app_data(ctx) \
      X509_STORE_CTX_get_ex_data(ctx,0)

# define X509_L_FILE_LOAD       1
# define X509_L_ADD_DIR         2
# define X509_L_ADD_STORE       3
# define X509_L_LOAD_STORE      4

# define X509_LOOKUP_load_file(x,name,type) \

  X509_LOOKUP_ctrl((x),X509_L_FILE_LOAD,(name),(long)(type),NULL)

# define X509_LOOKUP_add_dir(x,name,type) \
            X509_LOOKUP_ctrl((x),X509_L_ADD_DIR,(name),(long)(type),NULL)

# define X509_LOOKUP_add_store(x,name) \
            X509_LOOKUP_ctrl((x),X509_L_ADD_STORE,(name),0,NULL)

# define X509_LOOKUP_load_store(x,name) \
```

```
        X509_LOOKUP_ctrl((x),X509_L_LOAD_STORE,(name),0,NULL)

# define X509_LOOKUP_load_file_ex(x, name, type, libctx, propq)       \
X509_LOOKUP_ctrl_ex((x), X509_L_FILE_LOAD, (name), (long)(type), NULL,\
                (libctx), (propq))

# define X509_LOOKUP_load_store_ex(x, name, libctx, propq)           \
X509_LOOKUP_ctrl_ex((x), X509_L_LOAD_STORE, (name), 0, NULL,         \
                (libctx), (propq))

# define X509_LOOKUP_add_store_ex(x, name, libctx, propq)           \
X509_LOOKUP_ctrl_ex((x), X509_L_ADD_STORE, (name), 0, NULL,          \
                (libctx), (propq))

# define X509_V_OK
                    0
# define X509_V_ERR_UNSPECIFIED                          1
# define X509_V_ERR_UNABLE_TO_GET_ISSUER_CERT            2
# define X509_V_ERR_UNABLE_TO_GET_CRL                    3
# define X509_V_ERR_UNABLE_TO_DECRYPT_CERT_SIGNATURE     4
# define X509_V_ERR_UNABLE_TO_DECRYPT_CRL_SIGNATURE      5
# define X509_V_ERR_UNABLE_TO_DECODE_ISSUER_PUBLIC_KEY   6
# define X509_V_ERR_CERT_SIGNATURE_FAILURE               7
# define X509_V_ERR_CRL_SIGNATURE_FAILURE                8
# define X509_V_ERR_CERT_NOT_YET_VALID                   9
# define X509_V_ERR_CERT_HAS_EXPIRED                     10
# define X509_V_ERR_CRL_NOT_YET_VALID                    11
# define X509_V_ERR_CRL_HAS_EXPIRED                      12
# define X509_V_ERR_ERROR_IN_CERT_NOT_BEFORE_FIELD       13
# define X509_V_ERR_ERROR_IN_CERT_NOT_AFTER_FIELD        14
# define X509_V_ERR_ERROR_IN_CRL_LAST_UPDATE_FIELD       15
# define X509_V_ERR_ERROR_IN_CRL_NEXT_UPDATE_FIELD       16
# define X509_V_ERR_OUT_OF_MEM
                      17
# define X509_V_ERR_DEPTH_ZERO_SELF_SIGNED_CERT          18
# define X509_V_ERR_SELF_SIGNED_CERT_IN_CHAIN            19
# define X509_V_ERR_UNABLE_TO_GET_ISSUER_CERT_LOCALLY    20
# define X509_V_ERR_UNABLE_TO_VERIFY_LEAF_SIGNATURE      21
# define X509_V_ERR_CERT_CHAIN_TOO_LONG                  22
# define X509_V_ERR_CERT_REVOKED                         23
# define X509_V_ERR_NO_ISSUER_PUBLIC_KEY                 24
# define X509_V_ERR_PATH_LENGTH_EXCEEDED                 25
# define X509_V_ERR_INVALID_PURPOSE                      26
# define X509_V_ERR_CERT_UNTRUSTED                       27
# define X509_V_ERR_CERT_REJECTED                        28

/* These are 'informational' when looking for issuer cert */
# define X509_V_ERR_SUBJECT_ISSUER_MISMATCH              29
```

```
# define X509_V_ERR_AKID_SKID_MISMATCH                30
# define X509_V_ERR_AKID_ISSUER_SERIAL_MISMATCH       31
# define X509_V_ERR_KEYUSAGE_NO_CERTSIGN              32
# define
 X509_V_ERR_UNABLE_TO_GET_CRL_ISSUER                 33
# define X509_V_ERR_UNHANDLED_CRITICAL_EXTENSION      34
# define X509_V_ERR_KEYUSAGE_NO_CRL_SIGN              35
# define X509_V_ERR_UNHANDLED_CRITICAL_CRL_EXTENSION  36
# define X509_V_ERR_INVALID_NON_CA                    37
# define X509_V_ERR_PROXY_PATH_LENGTH_EXCEEDED        38
# define X509_V_ERR_KEYUSAGE_NO_DIGITAL_SIGNATURE     39
# define X509_V_ERR_PROXY_CERTIFICATES_NOT_ALLOWED    40
# define X509_V_ERR_INVALID_EXTENSION                 41
# define X509_V_ERR_INVALID_POLICY_EXTENSION          42
# define X509_V_ERR_NO_EXPLICIT_POLICY                43
# define X509_V_ERR_DIFFERENT_CRL_SCOPE               44
# define X509_V_ERR_UNSUPPORTED_EXTENSION_FEATURE     45
# define X509_V_ERR_UNNESTED_RESOURCE                 46
# define X509_V_ERR_PERMITTED_VIOLATION               47
# define X509_V_ERR_EXCLUDED_VIOLATION                48
# define X509_V_ERR_SUBTREE_MINMAX
          49
/* The application is not happy */
# define X509_V_ERR_APPLICATION_VERIFICATION          50
# define X509_V_ERR_UNSUPPORTED_CONSTRAINT_TYPE       51
# define X509_V_ERR_UNSUPPORTED_CONSTRAINT_SYNTAX     52
# define X509_V_ERR_UNSUPPORTED_NAME_SYNTAX           53
# define X509_V_ERR_CRL_PATH_VALIDATION_ERROR         54
/* Another issuer check debug option */
# define X509_V_ERR_PATH_LOOP                         55
/* Suite B mode algorithm violation */
# define X509_V_ERR_SUITE_B_INVALID_VERSION           56
# define X509_V_ERR_SUITE_B_INVALID_ALGORITHM         57
# define X509_V_ERR_SUITE_B_INVALID_CURVE             58
# define X509_V_ERR_SUITE_B_INVALID_SIGNATURE_ALGORITHM  59
# define X509_V_ERR_SUITE_B_LOS_NOT_ALLOWED           60
# define X509_V_ERR_SUITE_B_CANNOT_SIGN_P_384_WITH_P_256 61
/* Host, email and IP check errors */
# define X509_V_ERR_HOSTNAME_MISMATCH                 62
# define X509_V_ERR_EMAIL_MISMATCH
     63
# define X509_V_ERR_IP_ADDRESS_MISMATCH               64
/* DANE TLSA errors */
# define X509_V_ERR_DANE_NO_MATCH                     65
/* security level errors */
# define X509_V_ERR_EE_KEY_TOO_SMALL                  66
# define X509_V_ERR_CA_KEY_TOO_SMALL                  67
# define X509_V_ERR_CA_MD_TOO_WEAK                    68
```

```
/* Caller error */
# define X509_V_ERR_INVALID_CALL                 69
/* Issuer lookup error */
# define X509_V_ERR_STORE_LOOKUP                 70
/* Certificate transparency */
# define X509_V_ERR_NO_VALID_SCTS                71

# define X509_V_ERR_PROXY_SUBJECT_NAME_VIOLATION     72
/* OCSP status errors */
# define X509_V_ERR_OCSP_VERIFY_NEEDED           73  /* Need OCSP verification */
# define X509_V_ERR_OCSP_VERIFY_FAILED           74  /* Couldn't verify cert through OCSP */
# define X509_V_ERR_OCSP_CERT_UNKNOWN            75  /* Certificate wasn't recognized by the OCSP
responder
 */

# define X509_V_ERR_UNSUPPORTED_SIGNATURE_ALGORITHM   76
# define X509_V_ERR_SIGNATURE_ALGORITHM_MISMATCH      77

/* Errors in case a check in X509_V_FLAG_X509_STRICT mode fails */
# define X509_V_ERR_SIGNATURE_ALGORITHM_INCONSISTENCY 78
# define X509_V_ERR_INVALID_CA                   79
# define X509_V_ERR_PATHLEN_INVALID_FOR_NON_CA       80
# define X509_V_ERR_PATHLEN_WITHOUT_KU_KEY_CERT_SIGN  81
# define X509_V_ERR_KU_KEY_CERT_SIGN_INVALID_FOR_NON_CA  82
# define X509_V_ERR_ISSUER_NAME_EMPTY            83
# define X509_V_ERR_SUBJECT_NAME_EMPTY           84
# define X509_V_ERR_MISSING_AUTHORITY_KEY_IDENTIFIER  85
# define X509_V_ERR_MISSING_SUBJECT_KEY_IDENTIFIER    86
# define X509_V_ERR_EMPTY_SUBJECT_ALT_NAME         87
# define X509_V_ERR_EMPTY_SUBJECT_SAN_NOT_CRITICAL    88
# define X509_V_ERR_CA_BCONS_NOT_CRITICAL          89
# define X509_V_ERR_AUTHORITY_KEY_IDENTIFIER_CRITICAL  90
# define X509_V_ERR_SUBJECT_KEY_IDENTIFIER_CRITICAL
    91
# define X509_V_ERR_CA_CERT_MISSING_KEY_USAGE        92
# define X509_V_ERR_EXTENSIONS_REQUIRE_VERSION_3     93
# define X509_V_ERR_EC_KEY_EXPLICIT_PARAMS           94

/* Certificate verify flags */
# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define X509_V_FLAG_CB_ISSUER_CHECK         0x0   /* Deprecated */
# endif
/* Use check time instead of current time */
# define X509_V_FLAG_USE_CHECK_TIME           0x2
/* Lookup CRLs */
# define X509_V_FLAG_CRL_CHECK                0x4
/* Lookup CRLs for whole chain */
# define X509_V_FLAG_CRL_CHECK_ALL            0x8
```

```
/* Ignore unhandled critical extensions */
# define X509_V_FLAG_IGNORE_CRITICAL            0x10
/* Disable workarounds for broken certificates */
# define X509_V_FLAG_X509_STRICT                0x20
/* Enable proxy certificate validation */
# define X509_V_FLAG_ALLOW_PROXY_CERTS          0x40
/* Enable policy checking */
# define X509_V_FLAG_POLICY_CHECK
  0x80
/* Policy variable require-explicit-policy */
# define X509_V_FLAG_EXPLICIT_POLICY            0x100
/* Policy variable inhibit-any-policy */
# define X509_V_FLAG_INHIBIT_ANY                0x200
/* Policy variable inhibit-policy-mapping */
# define X509_V_FLAG_INHIBIT_MAP                0x400
/* Notify callback that policy is OK */
# define X509_V_FLAG_NOTIFY_POLICY              0x800
/* Extended CRL features such as indirect CRLs, alternate CRL signing keys */
# define X509_V_FLAG_EXTENDED_CRL_SUPPORT       0x1000
/* Delta CRL support */
# define X509_V_FLAG_USE_DELTAS                 0x2000
/* Check self-signed CA signature */
# define X509_V_FLAG_CHECK_SS_SIGNATURE         0x4000
/* Use trusted store first */
# define X509_V_FLAG_TRUSTED_FIRST              0x8000
/* Suite B 128 bit only mode: not normally used */
# define X509_V_FLAG_SUITEB_128_LOS_ONLY        0x10000
/* Suite B 192 bit only mode */
# define X509_V_FLAG_SUITEB_192_LOS             0x20000
/* Suite B
 128 bit mode allowing 192 bit algorithms */
# define X509_V_FLAG_SUITEB_128_LOS             0x30000
/* Allow partial chains if at least one certificate is in trusted store */
# define X509_V_FLAG_PARTIAL_CHAIN              0x80000
/*
* If the initial chain is not trusted, do not attempt to build an alternative
* chain. Alternate chain checking was introduced in 1.1.0. Setting this flag
* will force the behaviour to match that of previous versions.
*/
# define X509_V_FLAG_NO_ALT_CHAINS              0x100000
/* Do not check certificate/CRL validity against current time */
# define X509_V_FLAG_NO_CHECK_TIME              0x200000

# define X509_VP_FLAG_DEFAULT                   0x1
# define X509_VP_FLAG_OVERWRITE                 0x2
# define X509_VP_FLAG_RESET_FLAGS               0x4
# define X509_VP_FLAG_LOCKED                    0x8
# define X509_VP_FLAG_ONCE                      0x10
```

```
/* Internal use: mask of policy related options */
# define X509_V_FLAG_POLICY_MASK (X509_V_FLAG_POLICY_CHECK
 \
                        | X509_V_FLAG_EXPLICIT_POLICY \
                        | X509_V_FLAG_INHIBIT_ANY \
                        | X509_V_FLAG_INHIBIT_MAP)

int X509_OBJECT_idx_by_subject(STACK_OF(X509_OBJECT) *h, X509_LOOKUP_TYPE type,
                       const X509_NAME *name);
X509_OBJECT *X509_OBJECT_retrieve_by_subject(STACK_OF(X509_OBJECT) *h,
                                 X509_LOOKUP_TYPE type,
                                 const X509_NAME *name);
X509_OBJECT *X509_OBJECT_retrieve_match(STACK_OF(X509_OBJECT) *h,
                                X509_OBJECT *x);
int X509_OBJECT_up_ref_count(X509_OBJECT *a);
X509_OBJECT *X509_OBJECT_new(void);
void X509_OBJECT_free(X509_OBJECT *a);
X509_LOOKUP_TYPE X509_OBJECT_get_type(const X509_OBJECT *a);
X509 *X509_OBJECT_get0_X509(const X509_OBJECT *a);
int X509_OBJECT_set1_X509(X509_OBJECT *a, X509 *obj);
X509_CRL *X509_OBJECT_get0_X509_CRL(const
 X509_OBJECT *a);
int X509_OBJECT_set1_X509_CRL(X509_OBJECT *a, X509_CRL *obj);
X509_STORE *X509_STORE_new(void);
void X509_STORE_free(X509_STORE *v);
int X509_STORE_lock(X509_STORE *ctx);
int X509_STORE_unlock(X509_STORE *ctx);
int X509_STORE_up_ref(X509_STORE *v);
STACK_OF(X509_OBJECT) *X509_STORE_get0_objects(const X509_STORE *v);
STACK_OF(X509) *X509_STORE_get1_all_certs(X509_STORE *st);
STACK_OF(X509) *X509_STORE_CTX_get1_certs(X509_STORE_CTX *st,
                                const X509_NAME *nm);
STACK_OF(X509_CRL) *X509_STORE_CTX_get1_crls(const X509_STORE_CTX *st,
                                 const X509_NAME *nm);
int X509_STORE_set_flags(X509_STORE *ctx, unsigned long flags);
int X509_STORE_set_purpose(X509_STORE *ctx, int purpose);
int X509_STORE_set_trust(X509_STORE *ctx, int trust);
int X509_STORE_set1_param(X509_STORE *ctx, const X509_VERIFY_PARAM *pm);
X509_VERIFY_PARAM *X509_STORE_get0_param(const X509_STORE *ctx);

void X509_STORE_set_verify(X509_STORE
 *ctx, X509_STORE_CTX_verify_fn verify);
#define X509_STORE_set_verify_func(ctx, func) \
        X509_STORE_set_verify((ctx),(func))
void X509_STORE_CTX_set_verify(X509_STORE_CTX *ctx,
                       X509_STORE_CTX_verify_fn verify);
X509_STORE_CTX_verify_fn X509_STORE_get_verify(const X509_STORE *ctx);
```

```
void X509_STORE_set_verify_cb(X509_STORE *ctx,
                              X509_STORE_CTX_verify_cb verify_cb);
# define X509_STORE_set_verify_cb_func(ctx,func) \
        X509_STORE_set_verify_cb((ctx),(func))
X509_STORE_CTX_verify_cb X509_STORE_get_verify_cb(const X509_STORE *ctx);
void X509_STORE_set_get_issuer(X509_STORE *ctx,
                               X509_STORE_CTX_get_issuer_fn get_issuer);
X509_STORE_CTX_get_issuer_fn X509_STORE_get_get_issuer(const X509_STORE *ctx);
void X509_STORE_set_check_issued(X509_STORE *ctx,
                                 X509_STORE_CTX_check_issued_fn check_issued);
X509_STORE_CTX_check_issued_fn X509_STORE_get_check_issued(const
 X509_STORE *ctx);
void X509_STORE_set_check_revocation(X509_STORE *ctx,
                                     X509_STORE_CTX_check_revocation_fn check_revocation);
X509_STORE_CTX_check_revocation_fn
  X509_STORE_get_check_revocation(const X509_STORE *ctx);
void X509_STORE_set_get_crl(X509_STORE *ctx,
                            X509_STORE_CTX_get_crl_fn get_crl);
X509_STORE_CTX_get_crl_fn X509_STORE_get_get_crl(const X509_STORE *ctx);
void X509_STORE_set_check_crl(X509_STORE *ctx,
                              X509_STORE_CTX_check_crl_fn check_crl);
X509_STORE_CTX_check_crl_fn X509_STORE_get_check_crl(const X509_STORE *ctx);
void X509_STORE_set_cert_crl(X509_STORE *ctx,
                             X509_STORE_CTX_cert_crl_fn cert_crl);
X509_STORE_CTX_cert_crl_fn X509_STORE_get_cert_crl(const X509_STORE *ctx);
void X509_STORE_set_check_policy(X509_STORE *ctx,
                                 X509_STORE_CTX_check_policy_fn check_policy);
X509_STORE_CTX_check_policy_fn
 X509_STORE_get_check_policy(const X509_STORE *ctx);
void X509_STORE_set_lookup_certs(X509_STORE *ctx,
                                 X509_STORE_CTX_lookup_certs_fn lookup_certs);
X509_STORE_CTX_lookup_certs_fn X509_STORE_get_lookup_certs(const X509_STORE *ctx);
void X509_STORE_set_lookup_crls(X509_STORE *ctx,
                                X509_STORE_CTX_lookup_crls_fn lookup_crls);
#define X509_STORE_set_lookup_crls_cb(ctx, func) \
  X509_STORE_set_lookup_crls((ctx), (func))
X509_STORE_CTX_lookup_crls_fn X509_STORE_get_lookup_crls(const X509_STORE *ctx);
void X509_STORE_set_cleanup(X509_STORE *ctx,
                            X509_STORE_CTX_cleanup_fn cleanup);
X509_STORE_CTX_cleanup_fn X509_STORE_get_cleanup(const X509_STORE *ctx);

#define X509_STORE_get_ex_new_index(l, p, newf, dupf, freef) \
  CRYPTO_get_ex_new_index(CRYPTO_EX_INDEX_X509_STORE, l, p, newf, dupf, freef)
int X509_STORE_set_ex_data(X509_STORE *ctx, int idx, void *data);
void *X509_STORE_get_ex_data(const X509_STORE
 *ctx, int idx);

X509_STORE_CTX *X509_STORE_CTX_new_ex(OSSL_LIB_CTX *libctx, const char *propq);
```

```
X509_STORE_CTX *X509_STORE_CTX_new(void);

int X509_STORE_CTX_get1_issuer(X509 **issuer, X509_STORE_CTX *ctx, X509 *x);

void X509_STORE_CTX_free(X509_STORE_CTX *ctx);
int X509_STORE_CTX_init(X509_STORE_CTX *ctx, X509_STORE *trust_store,
                        X509 *target, STACK_OF(X509) *untrusted);
void X509_STORE_CTX_set0_trusted_stack(X509_STORE_CTX *ctx, STACK_OF(X509) *sk);
void X509_STORE_CTX_cleanup(X509_STORE_CTX *ctx);

X509_STORE *X509_STORE_CTX_get0_store(const X509_STORE_CTX *ctx);
X509 *X509_STORE_CTX_get0_cert(const X509_STORE_CTX *ctx);
STACK_OF(X509)* X509_STORE_CTX_get0_untrusted(const X509_STORE_CTX *ctx);
void X509_STORE_CTX_set0_untrusted(X509_STORE_CTX *ctx, STACK_OF(X509) *sk);
void X509_STORE_CTX_set_verify_cb(X509_STORE_CTX *ctx,
                                  X509_STORE_CTX_verify_cb verify);
X509_STORE_CTX_verify_cb X509_STORE_CTX_get_verify_cb(const
 X509_STORE_CTX *ctx);
X509_STORE_CTX_verify_fn X509_STORE_CTX_get_verify(const X509_STORE_CTX *ctx);
X509_STORE_CTX_get_issuer_fn X509_STORE_CTX_get_get_issuer(const X509_STORE_CTX *ctx);
X509_STORE_CTX_check_issued_fn X509_STORE_CTX_get_check_issued(const X509_STORE_CTX *ctx);
X509_STORE_CTX_check_revocation_fn X509_STORE_CTX_get_check_revocation(const X509_STORE_CTX
*ctx);
X509_STORE_CTX_get_crl_fn X509_STORE_CTX_get_get_crl(const X509_STORE_CTX *ctx);
X509_STORE_CTX_check_crl_fn X509_STORE_CTX_get_check_crl(const X509_STORE_CTX *ctx);
X509_STORE_CTX_cert_crl_fn X509_STORE_CTX_get_cert_crl(const X509_STORE_CTX *ctx);
X509_STORE_CTX_check_policy_fn X509_STORE_CTX_get_check_policy(const X509_STORE_CTX *ctx);
X509_STORE_CTX_lookup_certs_fn X509_STORE_CTX_get_lookup_certs(const X509_STORE_CTX *ctx);
X509_STORE_CTX_lookup_crls_fn X509_STORE_CTX_get_lookup_crls(const X509_STORE_CTX *ctx);
X509_STORE_CTX_cleanup_fn X509_STORE_CTX_get_cleanup(const X509_STORE_CTX *ctx);

#ifndef OPENSSL_NO_DEPRECATED_1_1_0
#
 define X509_STORE_CTX_get_chain X509_STORE_CTX_get0_chain
# define X509_STORE_CTX_set_chain X509_STORE_CTX_set0_untrusted
# define X509_STORE_CTX_trusted_stack X509_STORE_CTX_set0_trusted_stack
# define X509_STORE_get_by_subject X509_STORE_CTX_get_by_subject
# define X509_STORE_get1_certs X509_STORE_CTX_get1_certs
# define X509_STORE_get1_crls X509_STORE_CTX_get1_crls
/* the following macro is misspelled; use X509_STORE_get1_certs instead */
# define X509_STORE_get1_cert X509_STORE_CTX_get1_certs
/* the following macro is misspelled; use X509_STORE_get1_crls instead */
# define X509_STORE_get1_crl X509_STORE_CTX_get1_crls
#endif

X509_LOOKUP *X509_STORE_add_lookup(X509_STORE *v, X509_LOOKUP_METHOD *m);
X509_LOOKUP_METHOD *X509_LOOKUP_hash_dir(void);
X509_LOOKUP_METHOD *X509_LOOKUP_file(void);
```

```
X509_LOOKUP_METHOD *X509_LOOKUP_store(void);

typedef int (*X509_LOOKUP_ctrl_fn)(X509_LOOKUP *ctx, int cmd, const char *argc,
                                   long argl, char **ret);
typedef
 int (*X509_LOOKUP_ctrl_ex_fn)(
   X509_LOOKUP *ctx, int cmd, const char *argc, long argl, char **ret,
   OSSL_LIB_CTX *libctx, const char *propq);

typedef int (*X509_LOOKUP_get_by_subject_fn)(X509_LOOKUP *ctx,
                                             X509_LOOKUP_TYPE type,
                                             const X509_NAME *name,
                                             X509_OBJECT *ret);
typedef int (*X509_LOOKUP_get_by_subject_ex_fn)(X509_LOOKUP *ctx,
                                                X509_LOOKUP_TYPE type,
                                                const X509_NAME *name,
                                                X509_OBJECT *ret,
                                                OSSL_LIB_CTX *libctx,
                                                const char *propq);
typedef int (*X509_LOOKUP_get_by_issuer_serial_fn)(X509_LOOKUP *ctx,

    X509_LOOKUP_TYPE type,
                                                   const X509_NAME *name,
                                                   const ASN1_INTEGER *serial,
                                                   X509_OBJECT *ret);
typedef int (*X509_LOOKUP_get_by_fingerprint_fn)(X509_LOOKUP *ctx,
                                                 X509_LOOKUP_TYPE type,
                                                 const unsigned char* bytes,
                                                 int len,
                                                 X509_OBJECT *ret);
typedef int (*X509_LOOKUP_get_by_alias_fn)(X509_LOOKUP *ctx,
                                           X509_LOOKUP_TYPE type,
                                           const char *str,
                                           int len,
                                           X509_OBJECT *ret);

X509_LOOKUP_METHOD *X509_LOOKUP_meth_new(const char *name);
void X509_LOOKUP_meth_free(X509_LOOKUP_METHOD
 *method);

int X509_LOOKUP_meth_set_new_item(X509_LOOKUP_METHOD *method,
                                  int (*new_item) (X509_LOOKUP *ctx));
int (*X509_LOOKUP_meth_get_new_item(const X509_LOOKUP_METHOD* method))
  (X509_LOOKUP *ctx);

int X509_LOOKUP_meth_set_free(X509_LOOKUP_METHOD *method,
                              void (*free_fn) (X509_LOOKUP *ctx));
void (*X509_LOOKUP_meth_get_free(const X509_LOOKUP_METHOD* method))
```

```
  (X509_LOOKUP *ctx);

int X509_LOOKUP_meth_set_init(X509_LOOKUP_METHOD *method,
                              int (*init) (X509_LOOKUP *ctx));
int (*X509_LOOKUP_meth_get_init(const X509_LOOKUP_METHOD* method))
  (X509_LOOKUP *ctx);

int X509_LOOKUP_meth_set_shutdown(X509_LOOKUP_METHOD *method,
                                  int (*shutdown) (X509_LOOKUP *ctx));
int (*X509_LOOKUP_meth_get_shutdown(const X509_LOOKUP_METHOD* method))
  (X509_LOOKUP *ctx);

int X509_LOOKUP_meth_set_ctrl(X509_LOOKUP_METHOD *method,
                              X509_LOOKUP_ctrl_fn
 ctrl_fn);
X509_LOOKUP_ctrl_fn X509_LOOKUP_meth_get_ctrl(const X509_LOOKUP_METHOD *method);

int X509_LOOKUP_meth_set_get_by_subject(X509_LOOKUP_METHOD *method,
                                        X509_LOOKUP_get_by_subject_fn fn);
X509_LOOKUP_get_by_subject_fn X509_LOOKUP_meth_get_get_by_subject(
  const X509_LOOKUP_METHOD *method);

int X509_LOOKUP_meth_set_get_by_issuer_serial(X509_LOOKUP_METHOD *method,
  X509_LOOKUP_get_by_issuer_serial_fn fn);
X509_LOOKUP_get_by_issuer_serial_fn X509_LOOKUP_meth_get_get_by_issuer_serial(
  const X509_LOOKUP_METHOD *method);

int X509_LOOKUP_meth_set_get_by_fingerprint(X509_LOOKUP_METHOD *method,
  X509_LOOKUP_get_by_fingerprint_fn fn);
X509_LOOKUP_get_by_fingerprint_fn X509_LOOKUP_meth_get_get_by_fingerprint(
  const X509_LOOKUP_METHOD *method);

int X509_LOOKUP_meth_set_get_by_alias(X509_LOOKUP_METHOD *method,
                                      X509_LOOKUP_get_by_alias_fn fn);
X509_LOOKUP_get_by_alias_fn X509_LOOKUP_meth_get_get_by_alias(
   const X509_LOOKUP_METHOD *method);


int X509_STORE_add_cert(X509_STORE *ctx, X509 *x);
int X509_STORE_add_crl(X509_STORE *ctx, X509_CRL *x);

int X509_STORE_CTX_get_by_subject(const X509_STORE_CTX *vs,
                                  X509_LOOKUP_TYPE type,
                                  const X509_NAME *name, X509_OBJECT *ret);
X509_OBJECT *X509_STORE_CTX_get_obj_by_subject(X509_STORE_CTX *vs,
                                               X509_LOOKUP_TYPE type,
                                               const X509_NAME *name);
```

```
int X509_LOOKUP_ctrl(X509_LOOKUP *ctx, int cmd, const char *argc,
                     long argl, char **ret);
int X509_LOOKUP_ctrl_ex(X509_LOOKUP *ctx, int cmd, const char *argc, long argl,
                        char **ret, OSSL_LIB_CTX *libctx, const char *propq);

int X509_load_cert_file(X509_LOOKUP *ctx, const char *file, int type);
int X509_load_cert_file_ex(X509_LOOKUP *ctx, const char *file, int type,

                           OSSL_LIB_CTX *libctx, const char *propq);
int X509_load_crl_file(X509_LOOKUP *ctx, const char *file, int type);
int X509_load_cert_crl_file(X509_LOOKUP *ctx, const char *file, int type);
int X509_load_cert_crl_file_ex(X509_LOOKUP *ctx, const char *file, int type,
                               OSSL_LIB_CTX *libctx, const char *propq);

X509_LOOKUP *X509_LOOKUP_new(X509_LOOKUP_METHOD *method);
void X509_LOOKUP_free(X509_LOOKUP *ctx);
int X509_LOOKUP_init(X509_LOOKUP *ctx);
int X509_LOOKUP_by_subject(X509_LOOKUP *ctx, X509_LOOKUP_TYPE type,
                           const X509_NAME *name, X509_OBJECT *ret);
int X509_LOOKUP_by_subject_ex(X509_LOOKUP *ctx, X509_LOOKUP_TYPE type,
                              const X509_NAME *name, X509_OBJECT *ret,
                              OSSL_LIB_CTX *libctx, const char *propq);
int X509_LOOKUP_by_issuer_serial(X509_LOOKUP *ctx, X509_LOOKUP_TYPE type,
                                 const X509_NAME *name,

 const ASN1_INTEGER *serial,
                                 X509_OBJECT *ret);
int X509_LOOKUP_by_fingerprint(X509_LOOKUP *ctx, X509_LOOKUP_TYPE type,
                               const unsigned char *bytes, int len,
                               X509_OBJECT *ret);
int X509_LOOKUP_by_alias(X509_LOOKUP *ctx, X509_LOOKUP_TYPE type,
                         const char *str, int len, X509_OBJECT *ret);
int X509_LOOKUP_set_method_data(X509_LOOKUP *ctx, void *data);
void *X509_LOOKUP_get_method_data(const X509_LOOKUP *ctx);
X509_STORE *X509_LOOKUP_get_store(const X509_LOOKUP *ctx);
int X509_LOOKUP_shutdown(X509_LOOKUP *ctx);

int X509_STORE_load_file(X509_STORE *ctx, const char *file);
int X509_STORE_load_path(X509_STORE *ctx, const char *path);
int X509_STORE_load_store(X509_STORE *ctx, const char *store);
int X509_STORE_load_locations(X509_STORE *ctx,
                              const char *file,
                              const char *dir);
int X509_STORE_set_default_paths(X509_STORE
 *ctx);

int X509_STORE_load_file_ex(X509_STORE *ctx, const char *file,
                            OSSL_LIB_CTX *libctx, const char *propq);
```

```
int X509_STORE_load_store_ex(X509_STORE *ctx, const char *store,
                             OSSL_LIB_CTX *libctx, const char *propq);
int X509_STORE_load_locations_ex(X509_STORE *ctx, const char *file,
                                 const char *dir, OSSL_LIB_CTX *libctx,
                                 const char *propq);
int X509_STORE_set_default_paths_ex(X509_STORE *ctx, OSSL_LIB_CTX *libctx,
                                    const char *propq);

#define X509_STORE_CTX_get_ex_new_index(l, p, newf, dupf, freef) \
  CRYPTO_get_ex_new_index(CRYPTO_EX_INDEX_X509_STORE_CTX, l, p, newf, dupf, freef)
int X509_STORE_CTX_set_ex_data(X509_STORE_CTX *ctx, int idx, void *data);
void *X509_STORE_CTX_get_ex_data(const X509_STORE_CTX *ctx, int idx);
int X509_STORE_CTX_get_error(const X509_STORE_CTX *ctx);
void X509_STORE_CTX_set_error(X509_STORE_CTX
 *ctx, int s);
int X509_STORE_CTX_get_error_depth(const X509_STORE_CTX *ctx);
void X509_STORE_CTX_set_error_depth(X509_STORE_CTX *ctx, int depth);
X509 *X509_STORE_CTX_get_current_cert(const X509_STORE_CTX *ctx);
void X509_STORE_CTX_set_current_cert(X509_STORE_CTX *ctx, X509 *x);
X509 *X509_STORE_CTX_get0_current_issuer(const X509_STORE_CTX *ctx);
X509_CRL *X509_STORE_CTX_get0_current_crl(const X509_STORE_CTX *ctx);
X509_STORE_CTX *X509_STORE_CTX_get0_parent_ctx(const X509_STORE_CTX *ctx);
STACK_OF(X509) *X509_STORE_CTX_get0_chain(const X509_STORE_CTX *ctx);
STACK_OF(X509) *X509_STORE_CTX_get1_chain(const X509_STORE_CTX *ctx);
void X509_STORE_CTX_set_cert(X509_STORE_CTX *ctx, X509 *target);
void X509_STORE_CTX_set0_verified_chain(X509_STORE_CTX *c, STACK_OF(X509) *sk);
void X509_STORE_CTX_set0_crls(X509_STORE_CTX *ctx, STACK_OF(X509_CRL) *sk);
int X509_STORE_CTX_set_purpose(X509_STORE_CTX *ctx, int purpose);
int X509_STORE_CTX_set_trust(X509_STORE_CTX
 *ctx, int trust);
int X509_STORE_CTX_purpose_inherit(X509_STORE_CTX *ctx, int def_purpose,
                                   int purpose, int trust);
void X509_STORE_CTX_set_flags(X509_STORE_CTX *ctx, unsigned long flags);
void X509_STORE_CTX_set_time(X509_STORE_CTX *ctx, unsigned long flags,
                             time_t t);

X509_POLICY_TREE *X509_STORE_CTX_get0_policy_tree(const X509_STORE_CTX *ctx);
int X509_STORE_CTX_get_explicit_policy(const X509_STORE_CTX *ctx);
int X509_STORE_CTX_get_num_untrusted(const X509_STORE_CTX *ctx);

X509_VERIFY_PARAM *X509_STORE_CTX_get0_param(const X509_STORE_CTX *ctx);
void X509_STORE_CTX_set0_param(X509_STORE_CTX *ctx, X509_VERIFY_PARAM *param);
int X509_STORE_CTX_set_default(X509_STORE_CTX *ctx, const char *name);

/*
* Bridge opacity barrier between libcrypt and libssl, also needed to support
* offline testing in test/danetest.c
*/
```

```
void X509_STORE_CTX_set0_dane(X509_STORE_CTX *ctx, SSL_DANE *dane);
#define DANE_FLAG_NO_DANE_EE_NAMECHECKS
 (1L << 0)

/* X509_VERIFY_PARAM functions */

X509_VERIFY_PARAM *X509_VERIFY_PARAM_new(void);
void X509_VERIFY_PARAM_free(X509_VERIFY_PARAM *param);
int X509_VERIFY_PARAM_inherit(X509_VERIFY_PARAM *to,
                      const X509_VERIFY_PARAM *from);
int X509_VERIFY_PARAM_set1(X509_VERIFY_PARAM *to,
                     const X509_VERIFY_PARAM *from);
int X509_VERIFY_PARAM_set1_name(X509_VERIFY_PARAM *param, const char *name);
int X509_VERIFY_PARAM_set_flags(X509_VERIFY_PARAM *param,
                        unsigned long flags);
int X509_VERIFY_PARAM_clear_flags(X509_VERIFY_PARAM *param,
                          unsigned long flags);
unsigned long X509_VERIFY_PARAM_get_flags(const X509_VERIFY_PARAM *param);
int X509_VERIFY_PARAM_set_purpose(X509_VERIFY_PARAM *param, int purpose);
int X509_VERIFY_PARAM_set_trust(X509_VERIFY_PARAM *param, int trust);
void X509_VERIFY_PARAM_set_depth(X509_VERIFY_PARAM *param, int depth);
void X509_VERIFY_PARAM_set_auth_level(X509_VERIFY_PARAM
 *param, int auth_level);
time_t X509_VERIFY_PARAM_get_time(const X509_VERIFY_PARAM *param);
void X509_VERIFY_PARAM_set_time(X509_VERIFY_PARAM *param, time_t t);
int X509_VERIFY_PARAM_add0_policy(X509_VERIFY_PARAM *param,
                          ASN1_OBJECT *policy);
int X509_VERIFY_PARAM_set1_policies(X509_VERIFY_PARAM *param,
                            STACK_OF(ASN1_OBJECT) *policies);

int X509_VERIFY_PARAM_set_inh_flags(X509_VERIFY_PARAM *param,
                            uint32_t flags);
uint32_t X509_VERIFY_PARAM_get_inh_flags(const X509_VERIFY_PARAM *param);

char *X509_VERIFY_PARAM_get0_host(X509_VERIFY_PARAM *param, int idx);
int X509_VERIFY_PARAM_set1_host(X509_VERIFY_PARAM *param,
                        const char *name, size_t namelen);
int X509_VERIFY_PARAM_add1_host(X509_VERIFY_PARAM *param,
                        const char *name, size_t namelen);
void X509_VERIFY_PARAM_set_hostflags(X509_VERIFY_PARAM
 *param,
                             unsigned int flags);
unsigned int X509_VERIFY_PARAM_get_hostflags(const X509_VERIFY_PARAM *param);
char *X509_VERIFY_PARAM_get0_peername(const X509_VERIFY_PARAM *param);
void X509_VERIFY_PARAM_move_peername(X509_VERIFY_PARAM *, X509_VERIFY_PARAM *);
char *X509_VERIFY_PARAM_get0_email(X509_VERIFY_PARAM *param);
int X509_VERIFY_PARAM_set1_email(X509_VERIFY_PARAM *param,
                         const char *email, size_t emaillen);
```

```
char *X509_VERIFY_PARAM_get1_ip_asc(X509_VERIFY_PARAM *param);
int X509_VERIFY_PARAM_set1_ip(X509_VERIFY_PARAM *param,
                              const unsigned char *ip, size_t iplen);
int X509_VERIFY_PARAM_set1_ip_asc(X509_VERIFY_PARAM *param,
                                  const char *ipasc);

int X509_VERIFY_PARAM_get_depth(const X509_VERIFY_PARAM *param);
int X509_VERIFY_PARAM_get_auth_level(const X509_VERIFY_PARAM *param);
const char *X509_VERIFY_PARAM_get0_name(const X509_VERIFY_PARAM *param);

int
 X509_VERIFY_PARAM_add0_table(X509_VERIFY_PARAM *param);
int X509_VERIFY_PARAM_get_count(void);
const X509_VERIFY_PARAM *X509_VERIFY_PARAM_get0(int id);
const X509_VERIFY_PARAM *X509_VERIFY_PARAM_lookup(const char *name);
void X509_VERIFY_PARAM_table_cleanup(void);

/* Non positive return values are errors */
#define X509_PCY_TREE_FAILURE  -2 /* Failure to satisfy explicit policy */
#define X509_PCY_TREE_INVALID  -1 /* Inconsistent or invalid extensions */
#define X509_PCY_TREE_INTERNAL  0 /* Internal error, most likely malloc */

/*
* Positive return values form a bit mask, all but the first are internal to
* the library and don't appear in results from X509_policy_check().
*/
#define X509_PCY_TREE_VALID     1 /* The policy tree is valid */
#define X509_PCY_TREE_EMPTY     2 /* The policy tree is empty */
#define X509_PCY_TREE_EXPLICIT  4 /* Explicit policy required */

int X509_policy_check(X509_POLICY_TREE **ptree, int *pexplicit_policy,
                      STACK_OF(X509)
 *certs,
                      STACK_OF(ASN1_OBJECT) *policy_oids, unsigned int flags);

void X509_policy_tree_free(X509_POLICY_TREE *tree);

int X509_policy_tree_level_count(const X509_POLICY_TREE *tree);
X509_POLICY_LEVEL *X509_policy_tree_get0_level(const X509_POLICY_TREE *tree,
                                               int i);

STACK_OF(X509_POLICY_NODE)
  *X509_policy_tree_get0_policies(const X509_POLICY_TREE *tree);

STACK_OF(X509_POLICY_NODE)
  *X509_policy_tree_get0_user_policies(const X509_POLICY_TREE *tree);

int X509_policy_level_node_count(X509_POLICY_LEVEL *level);
```

```
X509_POLICY_NODE *X509_policy_level_get0_node(const X509_POLICY_LEVEL *level,
                                              int i);

const ASN1_OBJECT *X509_policy_node_get0_policy(const X509_POLICY_NODE *node);

STACK_OF(POLICYQUALINFO)
  *X509_policy_node_get0_qualifiers(const X509_POLICY_NODE *node);
const X509_POLICY_NODE
  *X509_policy_node_get0_parent(const X509_POLICY_NODE *node);

#ifdef  __cplusplus
}
#endif
#endif
```

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```
import './required-module.mjs';
```

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```
/*
* WARNING: do not edit!
* Generated by configdata.pm from Configurations/common0.tmpl, Configurations/unix-Makefile.tmpl
* via Makefile.in
*
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*
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* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/

#ifndef OPENSSL_CONFIGURATION_H
# define OPENSSL_CONFIGURATION_H
# pragma once

# ifdef  __cplusplus
extern "C" {
# endif
```

```
# ifdef OPENSSL_ALGORITHM_DEFINES
#  error OPENSSL_ALGORITHM_DEFINES no longer supported
# endif

/*
* OpenSSL was configured with the following options:
*/

# define OPENSSL_CONFIGURED_API 30000
# ifndef OPENSSL_RAND_SEED_OS
#  define OPENSSL_RAND_SEED_OS
# endif
# ifndef OPENSSL_THREADS
#  define OPENSSL_THREADS
# endif
# ifndef OPENSSL_NO_AFALGENG
#  define OPENSSL_NO_AFALGENG
# endif
# ifndef
 OPENSSL_NO_ASAN
#  define OPENSSL_NO_ASAN
# endif
# ifndef OPENSSL_NO_COMP
#  define OPENSSL_NO_COMP
# endif
# ifndef OPENSSL_NO_CRYPTO_MDEBUG
#  define OPENSSL_NO_CRYPTO_MDEBUG
# endif
# ifndef OPENSSL_NO_CRYPTO_MDEBUG_BACKTRACE
#  define OPENSSL_NO_CRYPTO_MDEBUG_BACKTRACE
# endif
# ifndef OPENSSL_NO_EC_NISTP_64_GCC_128
#  define OPENSSL_NO_EC_NISTP_64_GCC_128
# endif
# ifndef OPENSSL_NO_EGD
#  define OPENSSL_NO_EGD
# endif
# ifndef OPENSSL_NO_EXTERNAL_TESTS
#  define OPENSSL_NO_EXTERNAL_TESTS
# endif
# ifndef OPENSSL_NO_FUZZ_AFL
#  define OPENSSL_NO_FUZZ_AFL
# endif
# ifndef OPENSSL_NO_FUZZ_LIBFUZZER
#  define OPENSSL_NO_FUZZ_LIBFUZZER
# endif
# ifndef OPENSSL_NO_KTLS
```

```
#  define OPENSSL_NO_KTLS
# endif
# ifndef OPENSSL_NO_LOADERENG
#  define OPENSSL_NO_LOADERENG
# endif
# ifndef OPENSSL_NO_MD2
#  define OPENSSL_NO_MD2
# endif
# ifndef OPENSSL_NO_MSAN
#  define OPENSSL_NO_MSAN
# endif
# ifndef OPENSSL_NO_RC5
#  define OPENSSL_NO_RC5
# endif
# ifndef OPENSSL_NO_SCTP
#  define OPENSSL_NO_SCTP
#
 endif
# ifndef OPENSSL_NO_SSL3
#  define OPENSSL_NO_SSL3
# endif
# ifndef OPENSSL_NO_SSL3_METHOD
#  define OPENSSL_NO_SSL3_METHOD
# endif
# ifndef OPENSSL_NO_TRACE
#  define OPENSSL_NO_TRACE
# endif
# ifndef OPENSSL_NO_UBSAN
#  define OPENSSL_NO_UBSAN
# endif
# ifndef OPENSSL_NO_UNIT_TEST
#  define OPENSSL_NO_UNIT_TEST
# endif
# ifndef OPENSSL_NO_UPLINK
#  define OPENSSL_NO_UPLINK
# endif
# ifndef OPENSSL_NO_WEAK_SSL_CIPHERS
#  define OPENSSL_NO_WEAK_SSL_CIPHERS
# endif
# ifndef OPENSSL_NO_DYNAMIC_ENGINE
#  define OPENSSL_NO_DYNAMIC_ENGINE
# endif


/* Generate 80386 code? */
# undef I386_ONLY

/*
```

```
* The following are cipher-specific, but are part of the public API.
*/
# if !defined(OPENSSL_SYS_UEFI)
#  define BN_LLONG
/* Only one for the following should be defined */
#  undef SIXTY_FOUR_BIT_LONG
#  undef SIXTY_FOUR_BIT
#  define THIRTY_TWO_BIT
# endif

# define RC4_INT unsigned int

# ifdef  __cplusplus
}
# endif

#endif                  /* OPENSSL_CONFIGURATION_H
 */
```

Tests included here are based on build output generated by the six-speed benchmark suite.

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```
/*
* WARNING: do not edit!
* Generated by Makefile from providers/common/include/prov/der_dsa.h.in
*
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*
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```

```
* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/

#include "internal/der.h"

/* Well known OIDs precompiled */

/*
* id-dsa OBJECT IDENTIFIER ::= {
*      iso(1) member-body(2) us(840) x9-57(10040) x9algorithm(4) 1 }
*/
#define DER_OID_V_id_dsa DER_P_OBJECT, 7, 0x2A, 0x86, 0x48, 0xCE, 0x38, 0x04, 0x01
#define DER_OID_SZ_id_dsa 9
extern const unsigned char ossl_der_oid_id_dsa[DER_OID_SZ_id_dsa];

/*
* id-dsa-with-sha1 OBJECT IDENTIFIER ::=  {
*      iso(1) member-body(2) us(840) x9-57 (10040) x9algorithm(4) 3 }
*/
#define DER_OID_V_id_dsa_with_sha1 DER_P_OBJECT, 7, 0x2A, 0x86, 0x48, 0xCE, 0x38, 0x04,
 0x03
#define DER_OID_SZ_id_dsa_with_sha1 9
extern const unsigned char ossl_der_oid_id_dsa_with_sha1[DER_OID_SZ_id_dsa_with_sha1];

/*
* id-dsa-with-sha224 OBJECT IDENTIFIER ::= { sigAlgs 1 }
*/
#define DER_OID_V_id_dsa_with_sha224 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x03,
0x01
#define DER_OID_SZ_id_dsa_with_sha224 11
extern const unsigned char ossl_der_oid_id_dsa_with_sha224[DER_OID_SZ_id_dsa_with_sha224];

/*
* id-dsa-with-sha256 OBJECT IDENTIFIER ::= { sigAlgs 2 }
*/
#define DER_OID_V_id_dsa_with_sha256 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x03,
0x02
#define DER_OID_SZ_id_dsa_with_sha256 11
extern const unsigned char ossl_der_oid_id_dsa_with_sha256[DER_OID_SZ_id_dsa_with_sha256];

/*
* id-dsa-with-sha384 OBJECT IDENTIFIER ::= { sigAlgs 3 }
*/
#define DER_OID_V_id_dsa_with_sha384 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x03,
0x03
#define DER_OID_SZ_id_dsa_with_sha384 11
```

```
extern const unsigned char ossl_der_oid_id_dsa_with_sha384[DER_OID_SZ_id_dsa_with_sha384];

/*
 * id-dsa-with-sha512 OBJECT IDENTIFIER ::= { sigAlgs 4 }
*/
#define DER_OID_V_id_dsa_with_sha512 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x03,
0x04
#define DER_OID_SZ_id_dsa_with_sha512 11
extern const unsigned char ossl_der_oid_id_dsa_with_sha512[DER_OID_SZ_id_dsa_with_sha512];

/*
* id-dsa-with-sha3-224 OBJECT IDENTIFIER ::= { sigAlgs 5 }
*/
#define DER_OID_V_id_dsa_with_sha3_224 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x03, 0x05
#define DER_OID_SZ_id_dsa_with_sha3_224 11
extern const unsigned char ossl_der_oid_id_dsa_with_sha3_224[DER_OID_SZ_id_dsa_with_sha3_224];

/*
* id-dsa-with-sha3-256 OBJECT IDENTIFIER ::= { sigAlgs 6 }
*/
#define DER_OID_V_id_dsa_with_sha3_256 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x03, 0x06
#define DER_OID_SZ_id_dsa_with_sha3_256 11
extern const unsigned char ossl_der_oid_id_dsa_with_sha3_256[DER_OID_SZ_id_dsa_with_sha3_256];

/*
* id-dsa-with-sha3-384
 OBJECT IDENTIFIER ::= { sigAlgs 7 }
*/
#define DER_OID_V_id_dsa_with_sha3_384 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x03, 0x07
#define DER_OID_SZ_id_dsa_with_sha3_384 11
extern const unsigned char ossl_der_oid_id_dsa_with_sha3_384[DER_OID_SZ_id_dsa_with_sha3_384];

/*
* id-dsa-with-sha3-512 OBJECT IDENTIFIER ::= { sigAlgs 8 }
*/
#define DER_OID_V_id_dsa_with_sha3_512 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x03, 0x08
#define DER_OID_SZ_id_dsa_with_sha3_512 11
extern const unsigned char ossl_der_oid_id_dsa_with_sha3_512[DER_OID_SZ_id_dsa_with_sha3_512];


/* Subject Public Key Info */
int ossl_DER_w_algorithmIdentifier_DSA(WPACKET *pkt, int tag, DSA *dsa);
/* Signature */
int ossl_DER_w_algorithmIdentifier_DSA_with_MD(WPACKET *pkt, int tag,
```

```
                                DSA *dsa, int mdnid);
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/crypto.h.in
*
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* https://www.openssl.org/source/license.html
*/



#ifndef OPENSSL_CRYPTO_H
# define OPENSSL_CRYPTO_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_CRYPTO_H
# endif

# include <stdlib.h>
# include <time.h>

# include <openssl/e_os2.h>

# ifndef OPENSSL_NO_STDIO
#  include <stdio.h>
# endif

# include <openssl/safestack.h>
# include <openssl/opensslv.h>
# include <openssl/types.h>
# include <openssl/opensslconf.h>
# include <openssl/cryptoerr.h>
# include <openssl/core.h>

# ifdef CHARSET_EBCDIC
#  include
 <openssl/ebcdic.h>
# endif

/*
* Resolve problems on some operating systems with symbol names that clash
```

```
* one way or another
*/
# include <openssl/symhacks.h>

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  include <openssl/opensslv.h>
# endif

#ifdef  __cplusplus
extern "C" {
#endif

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define SSLeay                OpenSSL_version_num
#  define SSLeay_version        OpenSSL_version
#  define SSLEAY_VERSION_NUMBER   OPENSSL_VERSION_NUMBER
#  define SSLEAY_VERSION        OPENSSL_VERSION
#  define SSLEAY_CFLAGS         OPENSSL_CFLAGS
#  define SSLEAY_BUILT_ON       OPENSSL_BUILT_ON
#  define SSLEAY_PLATFORM       OPENSSL_PLATFORM
#  define SSLEAY_DIR            OPENSSL_DIR

/*
* Old type for allocating dynamic locks. No longer used. Use the new thread
* API instead.
*/
typedef struct {
  int dummy;
} CRYPTO_dynlock;

# endif /* OPENSSL_NO_DEPRECATED_1_1_0 */

typedef void CRYPTO_RWLOCK;

CRYPTO_RWLOCK *CRYPTO_THREAD_lock_new(void);
__owur
 int CRYPTO_THREAD_read_lock(CRYPTO_RWLOCK *lock);
__owur int CRYPTO_THREAD_write_lock(CRYPTO_RWLOCK *lock);
int CRYPTO_THREAD_unlock(CRYPTO_RWLOCK *lock);
void CRYPTO_THREAD_lock_free(CRYPTO_RWLOCK *lock);

int CRYPTO_atomic_add(int *val, int amount, int *ret, CRYPTO_RWLOCK *lock);
int CRYPTO_atomic_or(uint64_t *val, uint64_t op, uint64_t *ret,
                     CRYPTO_RWLOCK *lock);
int CRYPTO_atomic_load(uint64_t *val, uint64_t *ret, CRYPTO_RWLOCK *lock);

/* No longer needed, so this is a no-op */
#define OPENSSL_malloc_init() while(0) continue
```

```
# define OPENSSL_malloc(num) \
      CRYPTO_malloc(num, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_zalloc(num) \
      CRYPTO_zalloc(num, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_realloc(addr, num) \
      CRYPTO_realloc(addr, num, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_clear_realloc(addr, old_num, num) \
      CRYPTO_clear_realloc(addr, old_num, num, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_clear_free(addr,
 num) \
      CRYPTO_clear_free(addr, num, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_free(addr) \
      CRYPTO_free(addr, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_memdup(str, s) \
      CRYPTO_memdup((str), s, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_strdup(str) \
      CRYPTO_strdup(str, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_strndup(str, n) \
      CRYPTO_strndup(str, n, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_secure_malloc(num) \
      CRYPTO_secure_malloc(num, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_secure_zalloc(num) \
      CRYPTO_secure_zalloc(num, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_secure_free(addr) \
      CRYPTO_secure_free(addr, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_secure_clear_free(addr, num) \
      CRYPTO_secure_clear_free(addr, num, OPENSSL_FILE, OPENSSL_LINE)
# define OPENSSL_secure_actual_size(ptr) \
      CRYPTO_secure_actual_size(ptr)

size_t OPENSSL_strlcpy(char *dst, const char *src, size_t siz);
size_t
 OPENSSL_strlcat(char *dst, const char *src, size_t siz);
size_t OPENSSL_strnlen(const char *str, size_t maxlen);
int OPENSSL_buf2hexstr_ex(char *str, size_t str_n, size_t *strlength,
                          const unsigned char *buf, size_t buflen,
                          const char sep);
char *OPENSSL_buf2hexstr(const unsigned char *buf, long buflen);
int OPENSSL_hexstr2buf_ex(unsigned char *buf, size_t buf_n, size_t *buflen,
                          const char *str, const char sep);
unsigned char *OPENSSL_hexstr2buf(const char *str, long *buflen);
int OPENSSL_hexchar2int(unsigned char c);
int OPENSSL_strcasecmp(const char *s1, const char *s2);
int OPENSSL_strncasecmp(const char *s1, const char *s2, size_t n);

# define OPENSSL_MALLOC_MAX_NELEMS(type)  (((1U<<(sizeof(int)*8-1))-1)/sizeof(type))
```

```
/*
* These functions return the values of OPENSSL_VERSION_MAJOR,
* OPENSSL_VERSION_MINOR, OPENSSL_VERSION_PATCH, OPENSSL_VERSION_PRE_RELEASE
* and OPENSSL_VERSION_BUILD_METADATA,
 respectively.
*/
unsigned int OPENSSL_version_major(void);
unsigned int OPENSSL_version_minor(void);
unsigned int OPENSSL_version_patch(void);
const char *OPENSSL_version_pre_release(void);
const char *OPENSSL_version_build_metadata(void);

unsigned long OpenSSL_version_num(void);
const char *OpenSSL_version(int type);
# define OPENSSL_VERSION              0
# define OPENSSL_CFLAGS               1
# define OPENSSL_BUILT_ON             2
# define OPENSSL_PLATFORM             3
# define OPENSSL_DIR                  4
# define OPENSSL_ENGINES_DIR          5
# define OPENSSL_VERSION_STRING       6
# define OPENSSL_FULL_VERSION_STRING  7
# define OPENSSL_MODULES_DIR          8
# define OPENSSL_CPU_INFO             9

const char *OPENSSL_info(int type);
/*
* The series starts at 1001 to avoid confusion with the OpenSSL_version
* types.
*/
# define OPENSSL_INFO_CONFIG_DIR              1001
# define OPENSSL_INFO_ENGINES_DIR             1002
# define OPENSSL_INFO_MODULES_DIR
            1003
# define OPENSSL_INFO_DSO_EXTENSION           1004
# define OPENSSL_INFO_DIR_FILENAME_SEPARATOR  1005
# define OPENSSL_INFO_LIST_SEPARATOR          1006
# define OPENSSL_INFO_SEED_SOURCE             1007
# define OPENSSL_INFO_CPU_SETTINGS            1008

int OPENSSL_issetugid(void);

struct crypto_ex_data_st {
  OSSL_LIB_CTX *ctx;
  STACK_OF(void) *sk;
};

SKM_DEFINE_STACK_OF_INTERNAL(void, void, void)
```

```
#define sk_void_num(sk) OPENSSL_sk_num(ossl_check_const_void_sk_type(sk))
#define sk_void_value(sk, idx) ((void *)OPENSSL_sk_value(ossl_check_const_void_sk_type(sk), (idx)))
#define sk_void_new(cmp) ((STACK_OF(void) *)OPENSSL_sk_new(ossl_check_void_compfunc_type(cmp)))
#define sk_void_new_null() ((STACK_OF(void) *)OPENSSL_sk_new_null())
#define sk_void_new_reserve(cmp, n) ((STACK_OF(void)
*)OPENSSL_sk_new_reserve(ossl_check_void_compfunc_type(cmp), (n)))
#define sk_void_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_void_sk_type(sk), (n))
#define
 sk_void_free(sk) OPENSSL_sk_free(ossl_check_void_sk_type(sk))
#define sk_void_zero(sk) OPENSSL_sk_zero(ossl_check_void_sk_type(sk))
#define sk_void_delete(sk, i) ((void *)OPENSSL_sk_delete(ossl_check_void_sk_type(sk), (i)))
#define sk_void_delete_ptr(sk, ptr) ((void *)OPENSSL_sk_delete_ptr(ossl_check_void_sk_type(sk),
ossl_check_void_type(ptr)))
#define sk_void_push(sk, ptr) OPENSSL_sk_push(ossl_check_void_sk_type(sk), ossl_check_void_type(ptr))
#define sk_void_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_void_sk_type(sk), ossl_check_void_type(ptr))
#define sk_void_pop(sk) ((void *)OPENSSL_sk_pop(ossl_check_void_sk_type(sk)))
#define sk_void_shift(sk) ((void *)OPENSSL_sk_shift(ossl_check_void_sk_type(sk)))
#define sk_void_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_void_sk_type(sk),ossl_check_void_freefunc_type(freefunc))
#define sk_void_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_void_sk_type(sk), ossl_check_void_type(ptr),
(idx))
#define sk_void_set(sk, idx, ptr) ((void
 *)OPENSSL_sk_set(ossl_check_void_sk_type(sk), (idx), ossl_check_void_type(ptr)))
#define sk_void_find(sk, ptr) OPENSSL_sk_find(ossl_check_void_sk_type(sk), ossl_check_void_type(ptr))
#define sk_void_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_void_sk_type(sk), ossl_check_void_type(ptr))
#define sk_void_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_void_sk_type(sk),
ossl_check_void_type(ptr), pnum)
#define sk_void_sort(sk) OPENSSL_sk_sort(ossl_check_void_sk_type(sk))
#define sk_void_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_void_sk_type(sk))
#define sk_void_dup(sk) ((STACK_OF(void) *)OPENSSL_sk_dup(ossl_check_const_void_sk_type(sk)))
#define sk_void_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(void)
*)OPENSSL_sk_deep_copy(ossl_check_const_void_sk_type(sk), ossl_check_void_copyfunc_type(copyfunc),
ossl_check_void_freefunc_type(freefunc)))
#define sk_void_set_cmp_func(sk, cmp)
((sk_void_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_void_sk_type(sk),
ossl_check_void_compfunc_type(cmp)))



/*
 * Per class, we have a STACK of function pointers.
*/
# define CRYPTO_EX_INDEX_SSL            0
# define CRYPTO_EX_INDEX_SSL_CTX        1
# define CRYPTO_EX_INDEX_SSL_SESSION    2
# define CRYPTO_EX_INDEX_X509           3
# define CRYPTO_EX_INDEX_X509_STORE     4
# define CRYPTO_EX_INDEX_X509_STORE_CTX 5
```

```
# define CRYPTO_EX_INDEX_DH              6
# define CRYPTO_EX_INDEX_DSA             7
# define CRYPTO_EX_INDEX_EC_KEY          8
# define CRYPTO_EX_INDEX_RSA             9
# define CRYPTO_EX_INDEX_ENGINE          10
# define CRYPTO_EX_INDEX_UI              11
# define CRYPTO_EX_INDEX_BIO             12
# define CRYPTO_EX_INDEX_APP             13
# define CRYPTO_EX_INDEX_UI_METHOD       14
# define CRYPTO_EX_INDEX_RAND_DRBG       15
# define CRYPTO_EX_INDEX_DRBG            CRYPTO_EX_INDEX_RAND_DRBG
# define CRYPTO_EX_INDEX_OSSL_LIB_CTX    16
# define CRYPTO_EX_INDEX_EVP_PKEY        17
# define CRYPTO_EX_INDEX__COUNT          18

typedef void
 CRYPTO_EX_new (void *parent, void *ptr, CRYPTO_EX_DATA *ad,
                int idx, long argl, void *argp);
typedef void CRYPTO_EX_free (void *parent, void *ptr, CRYPTO_EX_DATA *ad,
                 int idx, long argl, void *argp);
typedef int CRYPTO_EX_dup (CRYPTO_EX_DATA *to, const CRYPTO_EX_DATA *from,
                void **from_d, int idx, long argl, void *argp);
__owur int CRYPTO_get_ex_new_index(int class_index, long argl, void *argp,
                           CRYPTO_EX_new *new_func,
                           CRYPTO_EX_dup *dup_func,
                           CRYPTO_EX_free *free_func);
/* No longer use an index. */
int CRYPTO_free_ex_index(int class_index, int idx);

/*
* Initialise/duplicate/free CRYPTO_EX_DATA variables corresponding to a
* given class (invokes whatever per-class callbacks are applicable)
*/
int CRYPTO_new_ex_data(int class_index, void *obj, CRYPTO_EX_DATA *ad);
int CRYPTO_dup_ex_data(int class_index,
 CRYPTO_EX_DATA *to,
                const CRYPTO_EX_DATA *from);

void CRYPTO_free_ex_data(int class_index, void *obj, CRYPTO_EX_DATA *ad);

/* Allocate a single item in the CRYPTO_EX_DATA variable */
int CRYPTO_alloc_ex_data(int class_index, void *obj, CRYPTO_EX_DATA *ad,
                 int idx);

/*
* Get/set data in a CRYPTO_EX_DATA variable corresponding to a particular
* index (relative to the class type involved)
*/
```

```
int CRYPTO_set_ex_data(CRYPTO_EX_DATA *ad, int idx, void *val);
void *CRYPTO_get_ex_data(const CRYPTO_EX_DATA *ad, int idx);

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
/*
* This function cleans up all "ex_data" state. It mustn't be called under
* potential race-conditions.
*/
# define CRYPTO_cleanup_all_ex_data() while(0) continue

/*
* The old locking functions have been removed completely without compatibility
* macros. This is because the old functions either could not properly report
* errors, or the returned error values were not clearly
 documented.
* Replacing the locking functions with no-ops would cause race condition
* issues in the affected applications. It is far better for them to fail at
* compile time.
* On the other hand, the locking callbacks are no longer used.  Consequently,
* the callback management functions can be safely replaced with no-op macros.
*/
#  define CRYPTO_num_locks()            (1)
#  define CRYPTO_set_locking_callback(func)
#  define CRYPTO_get_locking_callback()         (NULL)
#  define CRYPTO_set_add_lock_callback(func)
#  define CRYPTO_get_add_lock_callback()        (NULL)

/*
* These defines where used in combination with the old locking callbacks,
* they are not called anymore, but old code that's not called might still
* use them.
*/
#  define CRYPTO_LOCK             1
#  define CRYPTO_UNLOCK           2
#  define CRYPTO_READ             4
#  define CRYPTO_WRITE            8

/* This structure is no longer used */
typedef struct crypto_threadid_st {
   int dummy;
}
 CRYPTO_THREADID;
/* Only use CRYPTO_THREADID_set_[numeric|pointer]() within callbacks */
#  define CRYPTO_THREADID_set_numeric(id, val)
#  define CRYPTO_THREADID_set_pointer(id, ptr)
#  define CRYPTO_THREADID_set_callback(threadid_func)   (0)
#  define CRYPTO_THREADID_get_callback()                (NULL)
#  define CRYPTO_THREADID_current(id)
```

```
# define CRYPTO_THREADID_cmp(a, b)                (-1)
# define CRYPTO_THREADID_cpy(dest, src)
# define CRYPTO_THREADID_hash(id)                 (0UL)

# ifndef OPENSSL_NO_DEPRECATED_1_0_0
#  define CRYPTO_set_id_callback(func)
#  define CRYPTO_get_id_callback()                (NULL)
#  define CRYPTO_thread_id()                      (0UL)
# endif /* OPENSSL_NO_DEPRECATED_1_0_0 */

# define CRYPTO_set_dynlock_create_callback(dyn_create_function)
# define CRYPTO_set_dynlock_lock_callback(dyn_lock_function)
# define CRYPTO_set_dynlock_destroy_callback(dyn_destroy_function)
# define CRYPTO_get_dynlock_create_callback()
      (NULL)
# define CRYPTO_get_dynlock_lock_callback()       (NULL)
# define CRYPTO_get_dynlock_destroy_callback()    (NULL)
# endif /* OPENSSL_NO_DEPRECATED_1_1_0 */

typedef void *(*CRYPTO_malloc_fn)(size_t num, const char *file, int line);
typedef void *(*CRYPTO_realloc_fn)(void *addr, size_t num, const char *file,
                                   int line);
typedef void (*CRYPTO_free_fn)(void *addr, const char *file, int line);
int CRYPTO_set_mem_functions(CRYPTO_malloc_fn malloc_fn,
                             CRYPTO_realloc_fn realloc_fn,
                             CRYPTO_free_fn free_fn);
void CRYPTO_get_mem_functions(CRYPTO_malloc_fn *malloc_fn,
                              CRYPTO_realloc_fn *realloc_fn,
                              CRYPTO_free_fn *free_fn);

void *CRYPTO_malloc(size_t num, const char *file, int line);
void *CRYPTO_zalloc(size_t num, const char *file, int line);
void *CRYPTO_memdup(const void *str, size_t siz, const char *file, int line);
char
 *CRYPTO_strdup(const char *str, const char *file, int line);
char *CRYPTO_strndup(const char *str, size_t s, const char *file, int line);
void CRYPTO_free(void *ptr, const char *file, int line);
void CRYPTO_clear_free(void *ptr, size_t num, const char *file, int line);
void *CRYPTO_realloc(void *addr, size_t num, const char *file, int line);
void *CRYPTO_clear_realloc(void *addr, size_t old_num, size_t num,
                           const char *file, int line);

int CRYPTO_secure_malloc_init(size_t sz, size_t minsize);
int CRYPTO_secure_malloc_done(void);
void *CRYPTO_secure_malloc(size_t num, const char *file, int line);
void *CRYPTO_secure_zalloc(size_t num, const char *file, int line);
void CRYPTO_secure_free(void *ptr, const char *file, int line);
void CRYPTO_secure_clear_free(void *ptr, size_t num,
```

```
                        const char *file, int line);
int CRYPTO_secure_allocated(const void *ptr);
int CRYPTO_secure_malloc_initialized(void);
size_t CRYPTO_secure_actual_size(void
 *ptr);
size_t CRYPTO_secure_used(void);

void OPENSSL_cleanse(void *ptr, size_t len);

# ifndef OPENSSL_NO_CRYPTO_MDEBUG
/*
* The following can be used to detect memory leaks in the library. If
* used, it turns on malloc checking
*/
# define CRYPTO_MEM_CHECK_OFF     0x0   /* Control only */
# define CRYPTO_MEM_CHECK_ON      0x1   /* Control and mode bit */
# define CRYPTO_MEM_CHECK_ENABLE  0x2   /* Control and mode bit */
# define CRYPTO_MEM_CHECK_DISABLE 0x3   /* Control only */

void CRYPTO_get_alloc_counts(int *mcount, int *rcount, int *fcount);
#  ifndef OPENSSL_NO_DEPRECATED_3_0
#    define OPENSSL_mem_debug_push(info) \
       CRYPTO_mem_debug_push(info, OPENSSL_FILE, OPENSSL_LINE)
#    define OPENSSL_mem_debug_pop() \
       CRYPTO_mem_debug_pop()
#  endif
#  ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 int CRYPTO_set_mem_debug(int flag);
OSSL_DEPRECATEDIN_3_0 int CRYPTO_mem_ctrl(int mode);
OSSL_DEPRECATEDIN_3_0 int CRYPTO_mem_debug_push(const char *info,
                                    const char *file, int line);
OSSL_DEPRECATEDIN_3_0 int CRYPTO_mem_debug_pop(void);
OSSL_DEPRECATEDIN_3_0 void CRYPTO_mem_debug_malloc(void *addr, size_t num,
                                     int flag,
                                     const char *file, int line);
OSSL_DEPRECATEDIN_3_0 void CRYPTO_mem_debug_realloc(void *addr1, void *addr2,
                                      size_t num, int flag,
                                      const char *file, int line);
OSSL_DEPRECATEDIN_3_0 void CRYPTO_mem_debug_free(void *addr, int flag,
                                    const char *file, int line);
OSSL_DEPRECATEDIN_3_0
int CRYPTO_mem_leaks_cb(int (*cb)(const char *str, size_t len, void *u),
                  void *u);
#  endif
#  ifndef OPENSSL_NO_STDIO
#  ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 int CRYPTO_mem_leaks_fp(FILE *);
#  endif
```

```
#
 endif
# ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 int CRYPTO_mem_leaks(BIO *bio);
# endif
# endif /* OPENSSL_NO_CRYPTO_MDEBUG */

/* die if we have to */
ossl_noreturn void OPENSSL_die(const char *assertion, const char *file, int line);
# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define OpenSSLDie(f,l,a) OPENSSL_die((a),(f),(l))
# endif
# define OPENSSL_assert(e) \
   (void)((e) ? 0 : (OPENSSL_die("assertion failed: " #e, OPENSSL_FILE, OPENSSL_LINE), 1))

int OPENSSL_isservice(void);

void OPENSSL_init(void);
# ifdef OPENSSL_SYS_UNIX
#  ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 void OPENSSL_fork_prepare(void);
OSSL_DEPRECATEDIN_3_0 void OPENSSL_fork_parent(void);
OSSL_DEPRECATEDIN_3_0 void OPENSSL_fork_child(void);
#  endif
# endif

struct tm *OPENSSL_gmtime(const time_t *timer, struct tm *result);
int OPENSSL_gmtime_adj(struct tm *tm, int offset_day, long offset_sec);
int OPENSSL_gmtime_diff(int *pday, int *psec,
                        const struct tm *from, const
 struct tm *to);

/*
* CRYPTO_memcmp returns zero iff the |len| bytes at |a| and |b| are equal.
* It takes an amount of time dependent on |len|, but independent of the
* contents of |a| and |b|. Unlike memcmp, it cannot be used to put elements
* into a defined order as the return value when a != b is undefined, other
* than to be non-zero.
*/
int CRYPTO_memcmp(const void * in_a, const void * in_b, size_t len);

/* Standard initialisation options */
# define OPENSSL_INIT_NO_LOAD_CRYPTO_STRINGS 0x00000001L
# define OPENSSL_INIT_LOAD_CRYPTO_STRINGS    0x00000002L
# define OPENSSL_INIT_ADD_ALL_CIPHERS        0x00000004L
# define OPENSSL_INIT_ADD_ALL_DIGESTS        0x00000008L
# define OPENSSL_INIT_NO_ADD_ALL_CIPHERS     0x00000010L
# define OPENSSL_INIT_NO_ADD_ALL_DIGESTS     0x00000020L
```

```
# define OPENSSL_INIT_LOAD_CONFIG           0x00000040L
# define OPENSSL_INIT_NO_LOAD_CONFIG        0x00000080L
# define OPENSSL_INIT_ASYNC                 0x00000100L
# define OPENSSL_INIT_ENGINE_RDRAND
        0x00000200L
# define OPENSSL_INIT_ENGINE_DYNAMIC        0x00000400L
# define OPENSSL_INIT_ENGINE_OPENSSL        0x00000800L
# define OPENSSL_INIT_ENGINE_CRYPTODEV      0x00001000L
# define OPENSSL_INIT_ENGINE_CAPI           0x00002000L
# define OPENSSL_INIT_ENGINE_PADLOCK        0x00004000L
# define OPENSSL_INIT_ENGINE_AFALG          0x00008000L
/* FREE:                                    0x00010000L */
# define OPENSSL_INIT_ATFORK                0x00020000L
/* OPENSSL_INIT_BASE_ONLY                   0x00040000L */
# define OPENSSL_INIT_NO_ATEXIT             0x00080000L
/* OPENSSL_INIT flag range 0x03f00000 reserved for OPENSSL_init_ssl() */
/* FREE: 0x04000000L */
/* FREE: 0x08000000L */
/* FREE: 0x10000000L */
/* FREE: 0x20000000L */
/* FREE: 0x40000000L */
/* FREE: 0x80000000L */
/* Max OPENSSL_INIT flag value is 0x80000000 */

/* openssl and dasync not counted as builtin */
# define OPENSSL_INIT_ENGINE_ALL_BUILTIN \
  (OPENSSL_INIT_ENGINE_RDRAND | OPENSSL_INIT_ENGINE_DYNAMIC
 \
  | OPENSSL_INIT_ENGINE_CRYPTODEV | OPENSSL_INIT_ENGINE_CAPI | \
  OPENSSL_INIT_ENGINE_PADLOCK)

/* Library initialisation functions */
void OPENSSL_cleanup(void);
int OPENSSL_init_crypto(uint64_t opts, const OPENSSL_INIT_SETTINGS *settings);
int OPENSSL_atexit(void (*handler)(void));
void OPENSSL_thread_stop(void);
void OPENSSL_thread_stop_ex(OSSL_LIB_CTX *ctx);

/* Low-level control of initialization */
OPENSSL_INIT_SETTINGS *OPENSSL_INIT_new(void);
# ifndef OPENSSL_NO_STDIO
int OPENSSL_INIT_set_config_filename(OPENSSL_INIT_SETTINGS *settings,
                             const char *config_filename);
void OPENSSL_INIT_set_config_file_flags(OPENSSL_INIT_SETTINGS *settings,
                               unsigned long flags);
int OPENSSL_INIT_set_config_appname(OPENSSL_INIT_SETTINGS *settings,
                            const char *config_appname);
# endif
```

```
void OPENSSL_INIT_free(OPENSSL_INIT_SETTINGS *settings);

# if defined(OPENSSL_THREADS)
 && !defined(CRYPTO_TDEBUG)
#  if defined(_WIN32)
#   if defined(BASETYPES) || defined(_WINDEF_H)
/* application has to include <windows.h> in order to use this */
typedef DWORD CRYPTO_THREAD_LOCAL;
typedef DWORD CRYPTO_THREAD_ID;

typedef LONG CRYPTO_ONCE;
#    define CRYPTO_ONCE_STATIC_INIT 0
#   endif
#  else
#   if defined(__TANDEM) && defined(_SPT_MODEL_)
#    define  SPT_THREAD_SIGNAL 1
#    define  SPT_THREAD_AWARE 1
#    include <spthread.h>
#   else
#    include <pthread.h>
#   endif
typedef pthread_once_t CRYPTO_ONCE;
typedef pthread_key_t CRYPTO_THREAD_LOCAL;
typedef pthread_t CRYPTO_THREAD_ID;

#   define CRYPTO_ONCE_STATIC_INIT PTHREAD_ONCE_INIT
#  endif
# endif

# if !defined(CRYPTO_ONCE_STATIC_INIT)
typedef unsigned int CRYPTO_ONCE;
typedef unsigned int CRYPTO_THREAD_LOCAL;
typedef unsigned int CRYPTO_THREAD_ID;
#  define CRYPTO_ONCE_STATIC_INIT 0
# endif

int CRYPTO_THREAD_run_once(CRYPTO_ONCE *once, void (*init)(void));

int CRYPTO_THREAD_init_local(CRYPTO_THREAD_LOCAL
 *key, void (*cleanup)(void *));
void *CRYPTO_THREAD_get_local(CRYPTO_THREAD_LOCAL *key);
int CRYPTO_THREAD_set_local(CRYPTO_THREAD_LOCAL *key, void *val);
int CRYPTO_THREAD_cleanup_local(CRYPTO_THREAD_LOCAL *key);

CRYPTO_THREAD_ID CRYPTO_THREAD_get_current_id(void);
int CRYPTO_THREAD_compare_id(CRYPTO_THREAD_ID a, CRYPTO_THREAD_ID b);

OSSL_LIB_CTX *OSSL_LIB_CTX_new(void);
```

```
OSSL_LIB_CTX *OSSL_LIB_CTX_new_from_dispatch(const OSSL_CORE_HANDLE *handle,
                                             const OSSL_DISPATCH *in);
OSSL_LIB_CTX *OSSL_LIB_CTX_new_child(const OSSL_CORE_HANDLE *handle,
                                     const OSSL_DISPATCH *in);
int OSSL_LIB_CTX_load_config(OSSL_LIB_CTX *ctx, const char *config_file);
void OSSL_LIB_CTX_free(OSSL_LIB_CTX *);
OSSL_LIB_CTX *OSSL_LIB_CTX_get0_global_default(void);
OSSL_LIB_CTX *OSSL_LIB_CTX_set0_default(OSSL_LIB_CTX *libctx);

# ifdef  __cplusplus
}
# endif
#endif
```

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END OF TERMS AND CONDITIONS

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 humanity, the best way to achieve this is to make it free software which everyone can redistribute and change under these

terms.

To do so,
attach the following notices to the program. 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 program's name and a brief idea of what it does.>
Copyright (C) 19yy <name of author>

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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) 19xx 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 parts of the General Public License. Of course, the
commands you use may be called something other than `show w' and `show
c'; they could even be mouse-clicks or menu items--whatever suits your
program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary. Here a sample; alter
the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the
program `Gnomovision' (a program to direct compilers to make passes
at assemblers) written by James Hacker.

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

That's all there is to it!

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Preamble

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Package only within your corporation or organization.

c) rename any non-standard executables so the names do not conflict with
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manual page for each non-standard executable that clearly documents how it
differs from the Standard Version.

d) make other distribution arrangements with the Copyright Holder.

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form, provided that you do at least ONE of the following:

a) distribute a Standard Version of the executables and library files,
together with instructions (in the manual page or equivalent) on where to
get the Standard Version.

b) accompany the distribution with the machine-readable source of the Package
with your modifications.

c) accompany any non-standard executables with their corresponding Standard
Version executables, giving the non-standard executables non-standard
names,
and clearly documenting the differences in manual pages (or
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The End
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"""
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    './config/archs/BSD-x86/no-asm/providers/common/der/der_digests_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_dsa_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_ec_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_ecx_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_rsa_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_wrap_gen.c',

'./config/archs/BSD-x86/no-asm/providers/legacy.ld',
    './config/archs/BSD-x86/no-asm/providers/fips.ld',
  ],
  'openssl_defines_BSD-x86': [
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    'OPENSSL_PIC',
  ],
  'openssl_cflags_BSD-x86': [
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    '-pthread',
    '-Wall -O3 -fomit-frame-pointer',
  ],
  'openssl_ex_libs_BSD-x86': [
    '-pthread',
  ],
 },
 'include_dirs': [
  '.',
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  './crypto',
  './crypto/include/internal',
  './providers/common/include',
 ],
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 'cflags' : ['<@(openssl_cflags_BSD-x86)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86)'],
 'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86)'],
 'direct_dependent_settings': {
  'include_dirs': ['./include', '.'],
  'defines': ['<@(openssl_defines_BSD-x86)'],
 },
}
```

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{
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    'L_ENDIAN',
    'OPENSSL_BUILDING_OPENSSL',
    'OPENSSL_PIC',
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    'openssl/apps/lib/engine_loader.c',
    'openssl/apps/lib/fmt.c',
    'openssl/apps/lib/http_server.c',
    'openssl/apps/lib/names.c',
    'openssl/apps/lib/opt.c',
    'openssl/apps/lib/s_cb.c',
    'openssl/apps/lib/s_socket.c',
    'openssl/apps/lib/tlssrp_depr.c',
  ],
 },
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 ],
 'cflags' : ['<@(openssl_cflags_BSD-x86)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86)'],
 'sources': ['<@(openssl_cli_srcs_BSD-x86)'],
}
```

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/*
* WARNING: do not edit!
* Generated by Makefile from providers/common/include/prov/der_digests.h.in
*
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*/

#include "internal/der.h"

/* Well known OIDs precompiled */

/*
* sigAlgs OBJECT IDENTIFIER ::= { nistAlgorithms 3 }
*/
#define DER_OID_V_sigAlgs DER_P_OBJECT, 8, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x03
#define DER_OID_SZ_sigAlgs 10
extern const unsigned char ossl_der_oid_sigAlgs[DER_OID_SZ_sigAlgs];

/*
* id-sha1  OBJECT IDENTIFIER  ::=  { iso(1)
*                  identified-organization(3) oiw(14)
*                  secsig(3) algorithms(2) 26 }
*/
#define DER_OID_V_id_sha1 DER_P_OBJECT, 5, 0x2B, 0x0E, 0x03, 0x02, 0x1A
#define DER_OID_SZ_id_sha1
 7
extern const unsigned char ossl_der_oid_id_sha1[DER_OID_SZ_id_sha1];

/*
* id-md2  OBJECT IDENTIFIER ::= {
*   iso(1) member-body(2) us(840) rsadsi(113549) digestAlgorithm(2) 2 }
*/
#define DER_OID_V_id_md2 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x02, 0x02
#define DER_OID_SZ_id_md2 10
extern const unsigned char ossl_der_oid_id_md2[DER_OID_SZ_id_md2];
```

```
/*
* id-md5  OBJECT IDENTIFIER ::= {
*   iso(1) member-body(2) us(840) rsadsi(113549) digestAlgorithm(2) 5 }
*/
#define DER_OID_V_id_md5 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x02, 0x05
#define DER_OID_SZ_id_md5 10
extern const unsigned char ossl_der_oid_id_md5[DER_OID_SZ_id_md5];

/*
* id-sha256 OBJECT IDENTIFIER ::= { hashAlgs 1 }
*/
#define DER_OID_V_id_sha256 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x01
#define DER_OID_SZ_id_sha256 11
extern const unsigned char ossl_der_oid_id_sha256[DER_OID_SZ_id_sha256];

/*
* id-sha384 OBJECT IDENTIFIER ::= { hashAlgs
 2 }
*/
#define DER_OID_V_id_sha384 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x02
#define DER_OID_SZ_id_sha384 11
extern const unsigned char ossl_der_oid_id_sha384[DER_OID_SZ_id_sha384];

/*
* id-sha512 OBJECT IDENTIFIER ::= { hashAlgs 3 }
*/
#define DER_OID_V_id_sha512 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x03
#define DER_OID_SZ_id_sha512 11
extern const unsigned char ossl_der_oid_id_sha512[DER_OID_SZ_id_sha512];

/*
* id-sha224 OBJECT IDENTIFIER ::= { hashAlgs 4 }
*/
#define DER_OID_V_id_sha224 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x04
#define DER_OID_SZ_id_sha224 11
extern const unsigned char ossl_der_oid_id_sha224[DER_OID_SZ_id_sha224];

/*
* id-sha512-224 OBJECT IDENTIFIER ::= { hashAlgs 5 }
*/
#define DER_OID_V_id_sha512_224 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x05
#define DER_OID_SZ_id_sha512_224 11
extern const unsigned char ossl_der_oid_id_sha512_224[DER_OID_SZ_id_sha512_224];

/*
 * id-sha512-256 OBJECT IDENTIFIER ::= { hashAlgs 6 }
*/
#define DER_OID_V_id_sha512_256 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x06
```

```
#define DER_OID_SZ_id_sha512_256 11
extern const unsigned char ossl_der_oid_id_sha512_256[DER_OID_SZ_id_sha512_256];

/*
* id-sha3-224 OBJECT IDENTIFIER ::= { hashAlgs 7 }
*/
#define DER_OID_V_id_sha3_224 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x07
#define DER_OID_SZ_id_sha3_224 11
extern const unsigned char ossl_der_oid_id_sha3_224[DER_OID_SZ_id_sha3_224];

/*
* id-sha3-256 OBJECT IDENTIFIER ::= { hashAlgs 8 }
*/
#define DER_OID_V_id_sha3_256 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x08
#define DER_OID_SZ_id_sha3_256 11
extern const unsigned char ossl_der_oid_id_sha3_256[DER_OID_SZ_id_sha3_256];

/*
* id-sha3-384 OBJECT IDENTIFIER ::= { hashAlgs 9 }
*/
#define DER_OID_V_id_sha3_384 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x09
#define
 DER_OID_SZ_id_sha3_384 11
extern const unsigned char ossl_der_oid_id_sha3_384[DER_OID_SZ_id_sha3_384];

/*
* id-sha3-512 OBJECT IDENTIFIER ::= { hashAlgs 10 }
*/
#define DER_OID_V_id_sha3_512 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x0A
#define DER_OID_SZ_id_sha3_512 11
extern const unsigned char ossl_der_oid_id_sha3_512[DER_OID_SZ_id_sha3_512];

/*
* id-shake128 OBJECT IDENTIFIER ::= { hashAlgs 11 }
*/
#define DER_OID_V_id_shake128 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x0B
#define DER_OID_SZ_id_shake128 11
extern const unsigned char ossl_der_oid_id_shake128[DER_OID_SZ_id_shake128];

/*
* id-shake256 OBJECT IDENTIFIER ::= { hashAlgs 12 }
*/
#define DER_OID_V_id_shake256 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x0C
#define DER_OID_SZ_id_shake256 11
extern const unsigned char ossl_der_oid_id_shake256[DER_OID_SZ_id_shake256];

/*
* id-shake128-len OBJECT IDENTIFIER ::= { hashAlgs 17 }
```

```
*/
#define DER_OID_V_id_shake128_len
 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02, 0x11
#define DER_OID_SZ_id_shake128_len 11
extern const unsigned char ossl_der_oid_id_shake128_len[DER_OID_SZ_id_shake128_len];

/*
* id-shake256-len OBJECT IDENTIFIER ::= { hashAlgs 18 }
*/
#define DER_OID_V_id_shake256_len DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02,
0x12
#define DER_OID_SZ_id_shake256_len 11
extern const unsigned char ossl_der_oid_id_shake256_len[DER_OID_SZ_id_shake256_len];

/*
* id-KMACWithSHAKE128 OBJECT IDENTIFIER ::={hashAlgs 19}
*/
#define DER_OID_V_id_KMACWithSHAKE128 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x02, 0x13
#define DER_OID_SZ_id_KMACWithSHAKE128 11
extern const unsigned char ossl_der_oid_id_KMACWithSHAKE128[DER_OID_SZ_id_KMACWithSHAKE128];

/*
* id-KMACWithSHAKE256 OBJECT IDENTIFIER ::={ hashAlgs 20}
*/
#define DER_OID_V_id_KMACWithSHAKE256 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x02, 0x14
#define
 DER_OID_SZ_id_KMACWithSHAKE256 11
extern const unsigned char ossl_der_oid_id_KMACWithSHAKE256[DER_OID_SZ_id_KMACWithSHAKE256];
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/*
* WARNING: do not edit!
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```

```
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*/

#include "internal/der.h"
#include "crypto/ecx.h"

/* Well known OIDs precompiled */

/*
* id-X25519       OBJECT IDENTIFIER ::= { id-edwards-curve-algs 110 }
*/
#define DER_OID_V_id_X25519 DER_P_OBJECT, 3, 0x2B, 0x65, 0x6E
#define DER_OID_SZ_id_X25519 5
extern const unsigned char ossl_der_oid_id_X25519[DER_OID_SZ_id_X25519];

/*
* id-X448         OBJECT IDENTIFIER ::= { id-edwards-curve-algs 111 }
*/
#define DER_OID_V_id_X448 DER_P_OBJECT, 3, 0x2B, 0x65, 0x6F
#define DER_OID_SZ_id_X448 5
extern const unsigned char ossl_der_oid_id_X448[DER_OID_SZ_id_X448];

/*
 * id-Ed25519      OBJECT IDENTIFIER ::= { id-edwards-curve-algs 112 }
*/
#define DER_OID_V_id_Ed25519 DER_P_OBJECT, 3, 0x2B, 0x65, 0x70
#define DER_OID_SZ_id_Ed25519 5
extern const unsigned char ossl_der_oid_id_Ed25519[DER_OID_SZ_id_Ed25519];

/*
* id-Ed448        OBJECT IDENTIFIER ::= { id-edwards-curve-algs 113 }
*/
#define DER_OID_V_id_Ed448 DER_P_OBJECT, 3, 0x2B, 0x65, 0x71
#define DER_OID_SZ_id_Ed448 5
extern const unsigned char ossl_der_oid_id_Ed448[DER_OID_SZ_id_Ed448];


int ossl_DER_w_algorithmIdentifier_ED25519(WPACKET *pkt, int cont, ECX_KEY *ec);
int ossl_DER_w_algorithmIdentifier_ED448(WPACKET *pkt, int cont, ECX_KEY *ec);
int ossl_DER_w_algorithmIdentifier_X25519(WPACKET *pkt, int cont, ECX_KEY *ec);
int ossl_DER_w_algorithmIdentifier_X448(WPACKET *pkt, int cont, ECX_KEY *ec);
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-----------
```

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```
name: License update
on:
 schedule:
   # 00:00:00 every Monday
   # https://crontab.guru/#0_0_*_*_1
   - cron: 0 0 * * 1
 workflow_dispatch:

permissions:
 contents: read

jobs:
 update_license:
   permissions:
     contents: write  # for gr2m/create-or-update-pull-request-action to push local changes
     pull-requests: write  # for gr2m/create-or-update-pull-request-action to create a PR
   if: github.repository == 'nodejs/node'
   runs-on: ubuntu-latest
   steps:
     - uses: actions/checkout@11bd71901bbe5b1630ceea73d27597364c9af683  # v4.2.2
       with:
         persist-credentials: false
     - run: ./tools/license-builder.sh  # Run the license builder tool
     - uses: gr2m/create-or-update-pull-request-action@86ec1766034c8173518f61d2075cc2a173fb8c97  # v1.9.4
       # Creates a PR or update the Action's existing PR, or
       # no-op if the base branch is already up-to-date.
       env:
         GITHUB_TOKEN: ${{ secrets.GITHUB_TOKEN }}
       with:

     author: Node.js GitHub Bot <github-bot@iojs.org>
         branch: actions/license-builder
         title: 'doc: run license-builder'
         body: >
           License is likely out of date. This is an automatically generated PR by
           the `license-builder.yml` GitHub Action, which runs `license-builder.sh`
           and submits a new PR or updates an existing PR.
         commit-message: 'doc: run license-builder'
```

labels: meta

A. HISTORY OF THE SOFTWARE

==========

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.

All

Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python 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
2.1.2	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

Footnotes:

(1) GPL-compatible doesn't mean that we're distributing Python under the GPL. All Python licenses, unlike the GPL, let you distribute

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other software that is released under the GPL; the others don't.

(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
is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's
direction to make these releases possible.

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/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/ssl.h.in
*
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* https://www.openssl.org/source/license.html
*/

#ifndef OPENSSL_SSL_H
define OPENSSL_SSL_H
pragma once

```
# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_SSL_H
# endif

# include <openssl/e_os2.h>
# include <openssl/opensslconf.h>
# include <openssl/comp.h>
# include <openssl/bio.h>
# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  include <openssl/x509.h>
#  include <openssl/crypto.h>
#  include <openssl/buffer.h>
# endif
# include <openssl/lhash.h>
# include <openssl/pem.h>
#
 include <openssl/hmac.h>
# include <openssl/async.h>

# include <openssl/safestack.h>
# include <openssl/symhacks.h>
# include <openssl/ct.h>
# include <openssl/sslerr.h>
# include <openssl/prov_ssl.h>

#ifdef  __cplusplus
extern "C" {
#endif

/* OpenSSL version number for ASN.1 encoding of the session information */
/*-
* Version 0 - initial version
* Version 1 - added the optional peer certificate
*/
# define SSL_SESSION_ASN1_VERSION 0x0001

# define SSL_MAX_SSL_SESSION_ID_LENGTH          32
# define SSL_MAX_SID_CTX_LENGTH                 32

# define SSL_MIN_RSA_MODULUS_LENGTH_IN_BYTES     (512/8)
# define SSL_MAX_KEY_ARG_LENGTH                 8
/* SSL_MAX_MASTER_KEY_LENGTH is defined in prov_ssl.h */

/* The maximum number of encrypt/decrypt pipelines we can support */
# define SSL_MAX_PIPELINES  32

/* text strings for the ciphers */
```

```
/* These are used to specify which ciphers to use and not to use */

# define SSL_TXT_LOW            "LOW"
# define SSL_TXT_MEDIUM
 "MEDIUM"
# define SSL_TXT_HIGH           "HIGH"
# define SSL_TXT_FIPS           "FIPS"

# define SSL_TXT_aNULL          "aNULL"
# define SSL_TXT_eNULL          "eNULL"
# define SSL_TXT_NULL           "NULL"

# define SSL_TXT_kRSA           "kRSA"
# define SSL_TXT_kDHr           "kDHr"/* this cipher class has been removed */
# define SSL_TXT_kDHd           "kDHd"/* this cipher class has been removed */
# define SSL_TXT_kDH            "kDH"/* this cipher class has been removed */
# define SSL_TXT_kEDH           "kEDH"/* alias for kDHE */
# define SSL_TXT_kDHE           "kDHE"
# define SSL_TXT_kECDHr         "kECDHr"/* this cipher class has been removed */
# define SSL_TXT_kECDHe         "kECDHe"/* this cipher class has been removed */
# define SSL_TXT_kECDH          "kECDH"/* this cipher class has been removed */
# define SSL_TXT_kEECDH         "kEECDH"/* alias for kECDHE */
# define SSL_TXT_kECDHE         "kECDHE"
# define SSL_TXT_kPSK           "kPSK"
# define SSL_TXT_kRSAPSK
        "kRSAPSK"
# define SSL_TXT_kECDHEPSK      "kECDHEPSK"
# define SSL_TXT_kDHEPSK        "kDHEPSK"
# define SSL_TXT_kGOST          "kGOST"
# define SSL_TXT_kGOST18        "kGOST18"
# define SSL_TXT_kSRP           "kSRP"

# define SSL_TXT_aRSA           "aRSA"
# define SSL_TXT_aDSS           "aDSS"
# define SSL_TXT_aDH            "aDH"/* this cipher class has been removed */
# define SSL_TXT_aECDH          "aECDH"/* this cipher class has been removed */
# define SSL_TXT_aECDSA         "aECDSA"
# define SSL_TXT_aPSK           "aPSK"
# define SSL_TXT_aGOST94        "aGOST94"
# define SSL_TXT_aGOST01        "aGOST01"
# define SSL_TXT_aGOST12        "aGOST12"
# define SSL_TXT_aGOST          "aGOST"
# define SSL_TXT_aSRP           "aSRP"

# define SSL_TXT_DSS            "DSS"
# define SSL_TXT_DH             "DH"
# define SSL_TXT_DHE            "DHE"/* same as "kDHE:-ADH" */
```

```
# define SSL_TXT_EDH            "EDH"/* alias for DHE */
# define SSL_TXT_ADH
    "ADH"
# define SSL_TXT_RSA            "RSA"
# define SSL_TXT_ECDH            "ECDH"
# define SSL_TXT_EECDH           "EECDH"/* alias for ECDHE" */
# define SSL_TXT_ECDHE           "ECDHE"/* same as "kECDHE:-AECDH" */
# define SSL_TXT_AECDH           "AECDH"
# define SSL_TXT_ECDSA           "ECDSA"
# define SSL_TXT_PSK            "PSK"
# define SSL_TXT_SRP            "SRP"

# define SSL_TXT_DES            "DES"
# define SSL_TXT_3DES           "3DES"
# define SSL_TXT_RC4            "RC4"
# define SSL_TXT_RC2            "RC2"
# define SSL_TXT_IDEA           "IDEA"
# define SSL_TXT_SEED           "SEED"
# define SSL_TXT_AES128         "AES128"
# define SSL_TXT_AES256         "AES256"
# define SSL_TXT_AES            "AES"
# define SSL_TXT_AES_GCM        "AESGCM"
# define SSL_TXT_AES_CCM        "AESCCM"
# define SSL_TXT_AES_CCM_8      "AESCCM8"
# define SSL_TXT_CAMELLIA128    "CAMELLIA128"
# define SSL_TXT_CAMELLIA256    "CAMELLIA256"
# define SSL_TXT_CAMELLIA       "CAMELLIA"
#
 define SSL_TXT_CHACHA20       "CHACHA20"
# define SSL_TXT_GOST           "GOST89"
# define SSL_TXT_ARIA           "ARIA"
# define SSL_TXT_ARIA_GCM       "ARIAGCM"
# define SSL_TXT_ARIA128        "ARIA128"
# define SSL_TXT_ARIA256        "ARIA256"
# define SSL_TXT_GOST2012_GOST8912_GOST8912 "GOST2012-GOST8912-GOST8912"
# define SSL_TXT_CBC            "CBC"

# define SSL_TXT_MD5            "MD5"
# define SSL_TXT_SHA1           "SHA1"
# define SSL_TXT_SHA            "SHA"/* same as "SHA1" */
# define SSL_TXT_GOST94         "GOST94"
# define SSL_TXT_GOST89MAC      "GOST89MAC"
# define SSL_TXT_GOST12         "GOST12"
# define SSL_TXT_GOST89MAC12    "GOST89MAC12"
# define SSL_TXT_SHA256         "SHA256"
# define SSL_TXT_SHA384         "SHA384"

# define SSL_TXT_SSLV3          "SSLv3"
```

```
# define SSL_TXT_TLSV1          "TLSv1"
# define SSL_TXT_TLSV1_1        "TLSv1.1"
# define SSL_TXT_TLSV1_2        "TLSv1.2"

# define SSL_TXT_ALL            "ALL"

/*-
* COMPLEMENTOF*
 definitions. These identifiers are used to (de-select)
* ciphers normally not being used.
* Example: "RC4" will activate all ciphers using RC4 including ciphers
* without authentication, which would normally disabled by DEFAULT (due
* the "!ADH" being part of default). Therefore "RC4:!COMPLEMENTOFDEFAULT"
* will make sure that it is also disabled in the specific selection.
* COMPLEMENTOF* identifiers are portable between version, as adjustments
* to the default cipher setup will also be included here.
*
* COMPLEMENTOFDEFAULT does not experience the same special treatment that
* DEFAULT gets, as only selection is being done and no sorting as needed
* for DEFAULT.
*/
# define SSL_TXT_CMPALL         "COMPLEMENTOFALL"
# define SSL_TXT_CMPDEF         "COMPLEMENTOFDEFAULT"

/*
* The following cipher list is used by default. It also is substituted when
* an application-defined cipher list string starts with 'DEFAULT'.
* This applies to ciphersuites for TLSv1.2 and below.
 * DEPRECATED IN 3.0.0, in favor of OSSL_default_cipher_list()
* Update both macro and function simultaneously
*/
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define SSL_DEFAULT_CIPHER_LIST "ALL:!COMPLEMENTOFDEFAULT:!eNULL"
/*
* This is the default set of TLSv1.3 ciphersuites
* DEPRECATED IN 3.0.0, in favor of OSSL_default_ciphersuites()
* Update both macro and function simultaneously
*/
#  define TLS_DEFAULT_CIPHERSUITES "TLS_AES_256_GCM_SHA384:" \
                           "TLS_CHACHA20_POLY1305_SHA256:" \
                           "TLS_AES_128_GCM_SHA256"
# endif
/*
* As of OpenSSL 1.0.0, ssl_create_cipher_list() in ssl/ssl_ciph.c always
* starts with a reasonable order, and all we have to do for DEFAULT is
* throwing out anonymous and unencrypted ciphersuites! (The latter are not
* actually enabled by ALL, but "ALL:RSA" would enable some of them.)
*/
```

```
/* Used in SSL_set_shutdown()/SSL_get_shutdown(); */
# define SSL_SENT_SHUTDOWN       1
# define SSL_RECEIVED_SHUTDOWN
  2

#ifdef __cplusplus
}
#endif

#ifdef  __cplusplus
extern "C" {
#endif

# define SSL_FILETYPE_ASN1       X509_FILETYPE_ASN1
# define SSL_FILETYPE_PEM        X509_FILETYPE_PEM

/*
* This is needed to stop compilers complaining about the 'struct ssl_st *'
* function parameters used to prototype callbacks in SSL_CTX.
*/
typedef struct ssl_st *ssl_crock_st;
typedef struct tls_session_ticket_ext_st TLS_SESSION_TICKET_EXT;
typedef struct ssl_method_st SSL_METHOD;
typedef struct ssl_cipher_st SSL_CIPHER;
typedef struct ssl_session_st SSL_SESSION;
typedef struct tls_sigalgs_st TLS_SIGALGS;
typedef struct ssl_conf_ctx_st SSL_CONF_CTX;
typedef struct ssl_comp_st SSL_COMP;

STACK_OF(SSL_CIPHER);
STACK_OF(SSL_COMP);

/* SRTP protection profiles for use with the use_srtp extension (RFC 5764)*/
typedef struct srtp_protection_profile_st {
  const char *name;
  unsigned long id;
} SRTP_PROTECTION_PROFILE;
SKM_DEFINE_STACK_OF_INTERNAL(SRTP_PROTECTION_PROFILE, SRTP_PROTECTION_PROFILE,
 SRTP_PROTECTION_PROFILE)
#define sk_SRTP_PROTECTION_PROFILE_num(sk)
OPENSSL_sk_num(ossl_check_const_SRTP_PROTECTION_PROFILE_sk_type(sk))
#define sk_SRTP_PROTECTION_PROFILE_value(sk, idx) ((SRTP_PROTECTION_PROFILE
*)OPENSSL_sk_value(ossl_check_const_SRTP_PROTECTION_PROFILE_sk_type(sk), (idx)))
#define sk_SRTP_PROTECTION_PROFILE_new(cmp) ((STACK_OF(SRTP_PROTECTION_PROFILE)
*)OPENSSL_sk_new(ossl_check_SRTP_PROTECTION_PROFILE_compfunc_type(cmp)))
#define sk_SRTP_PROTECTION_PROFILE_new_null() ((STACK_OF(SRTP_PROTECTION_PROFILE)
*)OPENSSL_sk_new_null())
```

```
#define sk_SRTP_PROTECTION_PROFILE_new_reserve(cmp, n)
((STACK_OF(SRTP_PROTECTION_PROFILE)
*)OPENSSL_sk_new_reserve(ossl_check_SRTP_PROTECTION_PROFILE_compfunc_type(cmp), (n)))
#define sk_SRTP_PROTECTION_PROFILE_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk), (n))
#define sk_SRTP_PROTECTION_PROFILE_free(sk)
OPENSSL_sk_free(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk))
#define sk_SRTP_PROTECTION_PROFILE_zero(sk)
 OPENSSL_sk_zero(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk))
#define sk_SRTP_PROTECTION_PROFILE_delete(sk, i) ((SRTP_PROTECTION_PROFILE
*)OPENSSL_sk_delete(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk), (i)))
#define sk_SRTP_PROTECTION_PROFILE_delete_ptr(sk, ptr) ((SRTP_PROTECTION_PROFILE
*)OPENSSL_sk_delete_ptr(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk),
ossl_check_SRTP_PROTECTION_PROFILE_type(ptr)))
#define sk_SRTP_PROTECTION_PROFILE_push(sk, ptr)
OPENSSL_sk_push(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk),
ossl_check_SRTP_PROTECTION_PROFILE_type(ptr))
#define sk_SRTP_PROTECTION_PROFILE_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk),
ossl_check_SRTP_PROTECTION_PROFILE_type(ptr))
#define sk_SRTP_PROTECTION_PROFILE_pop(sk) ((SRTP_PROTECTION_PROFILE
*)OPENSSL_sk_pop(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk)))
#define sk_SRTP_PROTECTION_PROFILE_shift(sk) ((SRTP_PROTECTION_PROFILE
*)OPENSSL_sk_shift(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk)))
#define
 sk_SRTP_PROTECTION_PROFILE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk),ossl_check_SRTP_PROTECTI
ON_PROFILE_freefunc_type(freefunc))
#define sk_SRTP_PROTECTION_PROFILE_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk),
ossl_check_SRTP_PROTECTION_PROFILE_type(ptr), (idx))
#define sk_SRTP_PROTECTION_PROFILE_set(sk, idx, ptr) ((SRTP_PROTECTION_PROFILE
*)OPENSSL_sk_set(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk), (idx),
ossl_check_SRTP_PROTECTION_PROFILE_type(ptr)))
#define sk_SRTP_PROTECTION_PROFILE_find(sk, ptr)
OPENSSL_sk_find(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk),
ossl_check_SRTP_PROTECTION_PROFILE_type(ptr))
#define sk_SRTP_PROTECTION_PROFILE_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk),
ossl_check_SRTP_PROTECTION_PROFILE_type(ptr))
#define sk_SRTP_PROTECTION_PROFILE_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk),
 ossl_check_SRTP_PROTECTION_PROFILE_type(ptr), pnum)
#define sk_SRTP_PROTECTION_PROFILE_sort(sk)
OPENSSL_sk_sort(ossl_check_SRTP_PROTECTION_PROFILE_sk_type(sk))
#define sk_SRTP_PROTECTION_PROFILE_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_SRTP_PROTECTION_PROFILE_sk_type(sk))
#define sk_SRTP_PROTECTION_PROFILE_dup(sk) ((STACK_OF(SRTP_PROTECTION_PROFILE)
```

```
*)OPENSSL_sk_dup(ossl_check_const_SRTP_PROTECTION_PROFILE_sk_type(sk)))
#define sk_SRTP_PROTECTION_PROFILE_deep_copy(sk, copyfunc, freefunc)
((STACK_OF(SRTP_PROTECTION_PROFILE)
*)OPENSSL_sk_deep_copy(ossl_check_const_SRTP_PROTECTION_PROFILE_sk_type(sk),
ossl_check_SRTP_PROTECTION_PROFILE_copyfunc_type(copyfunc),
ossl_check_SRTP_PROTECTION_PROFILE_freefunc_type(freefunc)))
#define sk_SRTP_PROTECTION_PROFILE_set_cmp_func(sk, cmp)
((sk_SRTP_PROTECTION_PROFILE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_SRTP_PROTECTION
_PROFILE_sk_type(sk), ossl_check_SRTP_PROTECTION_PROFILE_compfunc_type(cmp)))



typedef int
 (*tls_session_ticket_ext_cb_fn)(SSL *s, const unsigned char *data,
                                 int len, void *arg);
typedef int (*tls_session_secret_cb_fn)(SSL *s, void *secret, int *secret_len,
                                STACK_OF(SSL_CIPHER) *peer_ciphers,
                                const SSL_CIPHER **cipher, void *arg);

/* Extension context codes */
/* This extension is only allowed in TLS */
#define SSL_EXT_TLS_ONLY                    0x0001
/* This extension is only allowed in DTLS */
#define SSL_EXT_DTLS_ONLY                   0x0002
/* Some extensions may be allowed in DTLS but we don't implement them for it */
#define SSL_EXT_TLS_IMPLEMENTATION_ONLY     0x0004
/* Most extensions are not defined for SSLv3 but EXT_TYPE_renegotiate is */
#define SSL_EXT_SSL3_ALLOWED                0x0008
/* Extension is only defined for TLS1.2 and below */
#define SSL_EXT_TLS1_2_AND_BELOW_ONLY       0x0010
/* Extension is only defined
 for TLS1.3 and above */
#define SSL_EXT_TLS1_3_ONLY                 0x0020
/* Ignore this extension during parsing if we are resuming */
#define SSL_EXT_IGNORE_ON_RESUMPTION        0x0040
#define SSL_EXT_CLIENT_HELLO                0x0080
/* Really means TLS1.2 or below */
#define SSL_EXT_TLS1_2_SERVER_HELLO         0x0100
#define SSL_EXT_TLS1_3_SERVER_HELLO         0x0200
#define SSL_EXT_TLS1_3_ENCRYPTED_EXTENSIONS 0x0400
#define SSL_EXT_TLS1_3_HELLO_RETRY_REQUEST  0x0800
#define SSL_EXT_TLS1_3_CERTIFICATE          0x1000
#define SSL_EXT_TLS1_3_NEW_SESSION_TICKET   0x2000
#define SSL_EXT_TLS1_3_CERTIFICATE_REQUEST  0x4000

/* Typedefs for handling custom extensions */

typedef int (*custom_ext_add_cb)(SSL *s, unsigned int ext_type,
```

```
                        const unsigned char **out, size_t *outlen,
                        int *al, void *add_arg);

typedef void (*custom_ext_free_cb)(SSL *s, unsigned int ext_type,

                const unsigned char *out, void *add_arg);

typedef int (*custom_ext_parse_cb)(SSL *s, unsigned int ext_type,
                        const unsigned char *in, size_t inlen,
                        int *al, void *parse_arg);


typedef int (*SSL_custom_ext_add_cb_ex)(SSL *s, unsigned int ext_type,
                                unsigned int context,
                                const unsigned char **out,
                                size_t *outlen, X509 *x,
                                size_t chainidx,
                                int *al, void *add_arg);

typedef void (*SSL_custom_ext_free_cb_ex)(SSL *s, unsigned int ext_type,
                                  unsigned int context,
                                  const unsigned char *out,
                                  void *add_arg);

typedef int (*SSL_custom_ext_parse_cb_ex)(SSL *s, unsigned int ext_type,

                               unsigned int context,
                                  const unsigned char *in,
                                  size_t inlen, X509 *x,
                                  size_t chainidx,
                                  int *al, void *parse_arg);

/* Typedef for verification callback */
typedef int (*SSL_verify_cb)(int preverify_ok, X509_STORE_CTX *x509_ctx);

/* Typedef for SSL async callback */
typedef int (*SSL_async_callback_fn)(SSL *s, void *arg);

#define SSL_OP_BIT(n)  ((uint64_t)1 << (uint64_t)n)

/*
* SSL/TLS connection options.
*/
   /* Disable Extended master secret */
# define SSL_OP_NO_EXTENDED_MASTER_SECRET               SSL_OP_BIT(0)
   /* Cleanse plaintext copies of data delivered to the application */
# define SSL_OP_CLEANSE_PLAINTEXT                       SSL_OP_BIT(1)
   /* Allow initial connection to servers that don't support RI */
```

```
# define SSL_OP_LEGACY_SERVER_CONNECT                SSL_OP_BIT(2)
   /* Enable support for Kernel TLS */
# define SSL_OP_ENABLE_KTLS                          SSL_OP_BIT(3)
# define SSL_OP_TLSEXT_PADDING                       SSL_OP_BIT(4)
# define SSL_OP_SAFARI_ECDHE_ECDSA_BUG               SSL_OP_BIT(6)
# define SSL_OP_IGNORE_UNEXPECTED_EOF                SSL_OP_BIT(7)
# define SSL_OP_ALLOW_CLIENT_RENEGOTIATION           SSL_OP_BIT(8)
# define SSL_OP_DISABLE_TLSEXT_CA_NAMES              SSL_OP_BIT(9)
  /* In TLSv1.3 allow a non-(ec)dhe based kex_mode */
# define SSL_OP_ALLOW_NO_DHE_KEX                     SSL_OP_BIT(10)
  /*
   * Disable SSL 3.0/TLS 1.0 CBC vulnerability workaround that was added
   * in OpenSSL 0.9.6d.  Usually (depending on the application protocol)
   * the workaround is not needed.  Unfortunately some broken SSL/TLS
   * implementations cannot handle it at all, which is why we include it
   * in SSL_OP_ALL. Added in 0.9.6e
   */
# define SSL_OP_DONT_INSERT_EMPTY_FRAGMENTS
          SSL_OP_BIT(11)
  /* DTLS options */
# define SSL_OP_NO_QUERY_MTU                         SSL_OP_BIT(12)
  /* Turn on Cookie Exchange (on relevant for servers) */
# define SSL_OP_COOKIE_EXCHANGE                      SSL_OP_BIT(13)
  /* Don't use RFC4507 ticket extension */
# define SSL_OP_NO_TICKET                            SSL_OP_BIT(14)
# ifndef OPENSSL_NO_DTLS1_METHOD
  /*
   * Use Cisco's version identifier of DTLS_BAD_VER
   * (only with deprecated DTLSv1_client_method())
   */
#  define SSL_OP_CISCO_ANYCONNECT                    SSL_OP_BIT(15)
# endif
  /* As server, disallow session resumption on renegotiation */
# define SSL_OP_NO_SESSION_RESUMPTION_ON_RENEGOTIATION   SSL_OP_BIT(16)
  /* Don't use compression even if supported */
# define SSL_OP_NO_COMPRESSION                       SSL_OP_BIT(17)
  /* Permit unsafe legacy renegotiation */
# define SSL_OP_ALLOW_UNSAFE_LEGACY_RENEGOTIATION       SSL_OP_BIT(18)
  /* Disable
 encrypt-then-mac */
# define SSL_OP_NO_ENCRYPT_THEN_MAC                  SSL_OP_BIT(19)
  /*
   * Enable TLSv1.3 Compatibility mode. This is on by default. A future
   * version of OpenSSL may have this disabled by default.
   */
# define SSL_OP_ENABLE_MIDDLEBOX_COMPAT              SSL_OP_BIT(20)
  /*
   * Prioritize Chacha20Poly1305 when client does.
```

```
   * Modifies SSL_OP_CIPHER_SERVER_PREFERENCE
   */
# define SSL_OP_PRIORITIZE_CHACHA                    SSL_OP_BIT(21)
  /*
   * Set on servers to choose the cipher according to server's preferences.
   */
# define SSL_OP_CIPHER_SERVER_PREFERENCE             SSL_OP_BIT(22)
  /*
   * If set, a server will allow a client to issue a SSLv3.0 version
   * number as latest version supported in the premaster secret, even when
   * TLSv1.0 (version 3.1) was announced in the client hello. Normally
   * this is forbidden to prevent version rollback attacks.
   */
# define SSL_OP_TLS_ROLLBACK_BUG
                  SSL_OP_BIT(23)
  /*
   * Switches off automatic TLSv1.3 anti-replay protection for early data.
   * This is a server-side option only (no effect on the client).
   */
# define SSL_OP_NO_ANTI_REPLAY                       SSL_OP_BIT(24)
# define SSL_OP_NO_SSLv3                             SSL_OP_BIT(25)
# define SSL_OP_NO_TLSv1                             SSL_OP_BIT(26)
# define SSL_OP_NO_TLSv1_2                           SSL_OP_BIT(27)
# define SSL_OP_NO_TLSv1_1                           SSL_OP_BIT(28)
# define SSL_OP_NO_TLSv1_3                           SSL_OP_BIT(29)
# define SSL_OP_NO_DTLSv1                            SSL_OP_BIT(26)
# define SSL_OP_NO_DTLSv1_2                          SSL_OP_BIT(27)
  /* Disallow all renegotiation */
# define SSL_OP_NO_RENEGOTIATION                     SSL_OP_BIT(30)
  /*
   * Make server add server-hello extension from early version of
   * cryptopro draft, when GOST ciphersuite
 is negotiated. Required for
   * interoperability with CryptoPro CSP 3.x
   */
# define SSL_OP_CRYPTOPRO_TLSEXT_BUG                 SSL_OP_BIT(31)

/*
* Option "collections."
*/
# define SSL_OP_NO_SSL_MASK \
      ( SSL_OP_NO_SSLv3 | SSL_OP_NO_TLSv1 | SSL_OP_NO_TLSv1_1 \
        | SSL_OP_NO_TLSv1_2 | SSL_OP_NO_TLSv1_3 )
# define SSL_OP_NO_DTLS_MASK \
      ( SSL_OP_NO_DTLSv1 | SSL_OP_NO_DTLSv1_2 )

/* Various bug workarounds that should be rather harmless. */
# define SSL_OP_ALL \
```

```
    ( SSL_OP_CRYPTOPRO_TLSEXT_BUG | SSL_OP_DONT_INSERT_EMPTY_FRAGMENTS \
      | SSL_OP_TLSEXT_PADDING | SSL_OP_SAFARI_ECDHE_ECDSA_BUG )

/*
* OBSOLETE OPTIONS retained for compatibility
*/

# define SSL_OP_MICROSOFT_SESS_ID_BUG                   0x0
# define SSL_OP_NETSCAPE_CHALLENGE_BUG                  0x0
# define SSL_OP_NETSCAPE_REUSE_CIPHER_CHANGE_BUG        0x0
# define SSL_OP_SSLREF2_REUSE_CERT_TYPE_BUG             0x0
# define SSL_OP_MICROSOFT_BIG_SSLV3_BUFFER
      0x0
# define SSL_OP_MSIE_SSLV2_RSA_PADDING                  0x0
# define SSL_OP_SSLEAY_080_CLIENT_DH_BUG                0x0
# define SSL_OP_TLS_D5_BUG                              0x0
# define SSL_OP_TLS_BLOCK_PADDING_BUG                   0x0
# define SSL_OP_SINGLE_ECDH_USE                         0x0
# define SSL_OP_SINGLE_DH_USE                           0x0
# define SSL_OP_EPHEMERAL_RSA                           0x0
# define SSL_OP_NO_SSLv2                                0x0
# define SSL_OP_PKCS1_CHECK_1                           0x0
# define SSL_OP_PKCS1_CHECK_2                           0x0
# define SSL_OP_NETSCAPE_CA_DN_BUG                      0x0
# define SSL_OP_NETSCAPE_DEMO_CIPHER_CHANGE_BUG         0x0

/*
* Allow SSL_write(..., n) to return r with 0 < r < n (i.e. report success
* when just a single record has been written):
*/
# define SSL_MODE_ENABLE_PARTIAL_WRITE       0x00000001U
/*
* Make it possible to retry SSL_write() with changed buffer location
 (buffer
* contents must stay the same!); this is not the default to avoid the
* misconception that non-blocking SSL_write() behaves like non-blocking
* write():
*/
# define SSL_MODE_ACCEPT_MOVING_WRITE_BUFFER 0x00000002U
/*
* Never bother the application with retries if the transport is blocking:
*/
# define SSL_MODE_AUTO_RETRY 0x00000004U
/* Don't attempt to automatically build certificate chain */
# define SSL_MODE_NO_AUTO_CHAIN 0x00000008U
/*
* Save RAM by releasing read and write buffers when they're empty. (SSL3 and
* TLS only.) Released buffers are freed.
```

```
*/
# define SSL_MODE_RELEASE_BUFFERS 0x00000010U
/*
* Send the current time in the Random fields of the ClientHello and
* ServerHello records for compatibility with hypothetical implementations
* that require it.
*/
# define SSL_MODE_SEND_CLIENTHELLO_TIME 0x00000020U
# define SSL_MODE_SEND_SERVERHELLO_TIME 0x00000040U
/*
* Send TLS_FALLBACK_SCSV in the ClientHello. To be set only by applications
* that reconnect
 with a downgraded protocol version; see
* draft-ietf-tls-downgrade-scsv-00 for details. DO NOT ENABLE THIS if your
* application attempts a normal handshake. Only use this in explicit
* fallback retries, following the guidance in
* draft-ietf-tls-downgrade-scsv-00.
*/
# define SSL_MODE_SEND_FALLBACK_SCSV 0x00000080U
/*
* Support Asynchronous operation
*/
# define SSL_MODE_ASYNC 0x00000100U

/*
* When using DTLS/SCTP, include the terminating zero in the label
* used for computing the endpoint-pair shared secret. Required for
* interoperability with implementations having this bug like these
* older version of OpenSSL:
* - OpenSSL 1.0.0 series
* - OpenSSL 1.0.1 series
* - OpenSSL 1.0.2 series
* - OpenSSL 1.1.0 series
* - OpenSSL 1.1.1 and 1.1.1a
*/
# define SSL_MODE_DTLS_SCTP_LABEL_LENGTH_BUG 0x00000400U

/* Cert related flags */
/*
* Many implementations ignore some aspects of the TLS standards such as
* enforcing certificate chain algorithms. When this is set we enforce
 them.
*/
# define SSL_CERT_FLAG_TLS_STRICT               0x00000001U

/* Suite B modes, takes same values as certificate verify flags */
# define SSL_CERT_FLAG_SUITEB_128_LOS_ONLY      0x10000
/* Suite B 192 bit only mode */
```

```
# define SSL_CERT_FLAG_SUITEB_192_LOS           0x20000
/* Suite B 128 bit mode allowing 192 bit algorithms */
# define SSL_CERT_FLAG_SUITEB_128_LOS           0x30000

/* Perform all sorts of protocol violations for testing purposes */
# define SSL_CERT_FLAG_BROKEN_PROTOCOL          0x10000000

/* Flags for building certificate chains */
/* Treat any existing certificates as untrusted CAs */
# define SSL_BUILD_CHAIN_FLAG_UNTRUSTED         0x1
/* Don't include root CA in chain */
# define SSL_BUILD_CHAIN_FLAG_NO_ROOT           0x2
/* Just check certificates already there */
# define SSL_BUILD_CHAIN_FLAG_CHECK             0x4
/* Ignore verification errors */
# define SSL_BUILD_CHAIN_FLAG_IGNORE_ERROR      0x8
/* Clear verification errors from queue */
#
 define SSL_BUILD_CHAIN_FLAG_CLEAR_ERROR       0x10

/* Flags returned by SSL_check_chain */
/* Certificate can be used with this session */
# define CERT_PKEY_VALID         0x1
/* Certificate can also be used for signing */
# define CERT_PKEY_SIGN          0x2
/* EE certificate signing algorithm OK */
# define CERT_PKEY_EE_SIGNATURE  0x10
/* CA signature algorithms OK */
# define CERT_PKEY_CA_SIGNATURE  0x20
/* EE certificate parameters OK */
# define CERT_PKEY_EE_PARAM      0x40
/* CA certificate parameters OK */
# define CERT_PKEY_CA_PARAM      0x80
/* Signing explicitly allowed as opposed to SHA1 fallback */
# define CERT_PKEY_EXPLICIT_SIGN 0x100
/* Client CA issuer names match (always set for server cert) */
# define CERT_PKEY_ISSUER_NAME   0x200
/* Cert type matches client types (always set for server cert) */
# define CERT_PKEY_CERT_TYPE     0x400
/* Cert chain suitable to Suite B */
# define CERT_PKEY_SUITEB        0x800

# define SSL_CONF_FLAG_CMDLINE          0x1
# define
 SSL_CONF_FLAG_FILE            0x2
# define SSL_CONF_FLAG_CLIENT           0x4
# define SSL_CONF_FLAG_SERVER           0x8
# define SSL_CONF_FLAG_SHOW_ERRORS      0x10
```

```
# define SSL_CONF_FLAG_CERTIFICATE       0x20
# define SSL_CONF_FLAG_REQUIRE_PRIVATE   0x40
/* Configuration value types */
# define SSL_CONF_TYPE_UNKNOWN          0x0
# define SSL_CONF_TYPE_STRING           0x1
# define SSL_CONF_TYPE_FILE             0x2
# define SSL_CONF_TYPE_DIR              0x3
# define SSL_CONF_TYPE_NONE             0x4
# define SSL_CONF_TYPE_STORE            0x5

/* Maximum length of the application-controlled segment of a a TLSv1.3 cookie */
# define SSL_COOKIE_LENGTH                      4096

/*
* Note: SSL[_CTX]_set_{options,mode} use |= op on the previous value, they
* cannot be used to clear bits.
*/

uint64_t SSL_CTX_get_options(const SSL_CTX *ctx);
uint64_t SSL_get_options(const SSL *s);
uint64_t SSL_CTX_clear_options(SSL_CTX *ctx, uint64_t op);
uint64_t SSL_clear_options(SSL
 *s, uint64_t op);
uint64_t SSL_CTX_set_options(SSL_CTX *ctx, uint64_t op);
uint64_t SSL_set_options(SSL *s, uint64_t op);

# define SSL_CTX_set_mode(ctx,op) \
     SSL_CTX_ctrl((ctx),SSL_CTRL_MODE,(op),NULL)
# define SSL_CTX_clear_mode(ctx,op) \
     SSL_CTX_ctrl((ctx),SSL_CTRL_CLEAR_MODE,(op),NULL)
# define SSL_CTX_get_mode(ctx) \
     SSL_CTX_ctrl((ctx),SSL_CTRL_MODE,0,NULL)
# define SSL_clear_mode(ssl,op) \
     SSL_ctrl((ssl),SSL_CTRL_CLEAR_MODE,(op),NULL)
# define SSL_set_mode(ssl,op) \
     SSL_ctrl((ssl),SSL_CTRL_MODE,(op),NULL)
# define SSL_get_mode(ssl) \
     SSL_ctrl((ssl),SSL_CTRL_MODE,0,NULL)
# define SSL_set_mtu(ssl, mtu) \
     SSL_ctrl((ssl),SSL_CTRL_SET_MTU,(mtu),NULL)
# define DTLS_set_link_mtu(ssl, mtu) \
     SSL_ctrl((ssl),DTLS_CTRL_SET_LINK_MTU,(mtu),NULL)
# define DTLS_get_link_min_mtu(ssl) \
     SSL_ctrl((ssl),DTLS_CTRL_GET_LINK_MIN_MTU,0,NULL)

# define SSL_get_secure_renegotiation_support(ssl) \
     SSL_ctrl((ssl), SSL_CTRL_GET_RI_SUPPORT,
```

```
 0, NULL)

# define SSL_CTX_set_cert_flags(ctx,op) \
      SSL_CTX_ctrl((ctx),SSL_CTRL_CERT_FLAGS,(op),NULL)
# define SSL_set_cert_flags(s,op) \
      SSL_ctrl((s),SSL_CTRL_CERT_FLAGS,(op),NULL)
# define SSL_CTX_clear_cert_flags(ctx,op) \
      SSL_CTX_ctrl((ctx),SSL_CTRL_CLEAR_CERT_FLAGS,(op),NULL)
# define SSL_clear_cert_flags(s,op) \
      SSL_ctrl((s),SSL_CTRL_CLEAR_CERT_FLAGS,(op),NULL)

void SSL_CTX_set_msg_callback(SSL_CTX *ctx,
                        void (*cb) (int write_p, int version,
                                    int content_type, const void *buf,
                                    size_t len, SSL *ssl, void *arg));
void SSL_set_msg_callback(SSL *ssl,
                      void (*cb) (int write_p, int version,
                                  int content_type, const void *buf,
                                  size_t len, SSL *ssl, void *arg));
# define SSL_CTX_set_msg_callback_arg(ctx, arg) SSL_CTX_ctrl((ctx),
SSL_CTRL_SET_MSG_CALLBACK_ARG,
 0, (arg))
# define SSL_set_msg_callback_arg(ssl, arg) SSL_ctrl((ssl), SSL_CTRL_SET_MSG_CALLBACK_ARG, 0, (arg))

# define SSL_get_extms_support(s) \
      SSL_ctrl((s),SSL_CTRL_GET_EXTMS_SUPPORT,0,NULL)

# ifndef OPENSSL_NO_SRP
/* see tls_srp.c */
#  ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 __owur int SSL_SRP_CTX_init(SSL *s);
OSSL_DEPRECATEDIN_3_0 __owur int SSL_CTX_SRP_CTX_init(SSL_CTX *ctx);
OSSL_DEPRECATEDIN_3_0 int SSL_SRP_CTX_free(SSL *ctx);
OSSL_DEPRECATEDIN_3_0 int SSL_CTX_SRP_CTX_free(SSL_CTX *ctx);
OSSL_DEPRECATEDIN_3_0 __owur int SSL_srp_server_param_with_username(SSL *s,
                                            int *ad);
OSSL_DEPRECATEDIN_3_0 __owur int SRP_Calc_A_param(SSL *s);
#  endif
# endif

/* 100k max cert list */
# define SSL_MAX_CERT_LIST_DEFAULT (1024*100)

# define SSL_SESSION_CACHE_MAX_SIZE_DEFAULT      (1024*20)

/*
* This callback type is used inside SSL_CTX, SSL, and in the functions that
```

```
 * set them. It is used to override the generation of SSL/TLS session IDs in
* a server. Return value should be zero on an error, non-zero to proceed.
* Also, callbacks should themselves check if the id they generate is unique
* otherwise the SSL handshake will fail with an error - callbacks can do
* this using the 'ssl' value they're passed by;
* SSL_has_matching_session_id(ssl, id, *id_len) The length value passed in
* is set at the maximum size the session ID can be. In SSLv3/TLSv1 it is 32
* bytes. The callback can alter this length to be less if desired. It is
* also an error for the callback to set the size to zero.
*/
typedef int (*GEN_SESSION_CB) (SSL *ssl, unsigned char *id,
                               unsigned int *id_len);

# define SSL_SESS_CACHE_OFF                      0x0000
# define SSL_SESS_CACHE_CLIENT                   0x0001
# define SSL_SESS_CACHE_SERVER                   0x0002
# define SSL_SESS_CACHE_BOTH     (SSL_SESS_CACHE_CLIENT|SSL_SESS_CACHE_SERVER)
#
 define SSL_SESS_CACHE_NO_AUTO_CLEAR            0x0080
/* enough comments already ... see SSL_CTX_set_session_cache_mode(3) */
# define SSL_SESS_CACHE_NO_INTERNAL_LOOKUP       0x0100
# define SSL_SESS_CACHE_NO_INTERNAL_STORE        0x0200
# define SSL_SESS_CACHE_NO_INTERNAL \
     (SSL_SESS_CACHE_NO_INTERNAL_LOOKUP|SSL_SESS_CACHE_NO_INTERNAL_STORE)
# define SSL_SESS_CACHE_UPDATE_TIME              0x0400

LHASH_OF(SSL_SESSION) *SSL_CTX_sessions(SSL_CTX *ctx);
# define SSL_CTX_sess_number(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_NUMBER,0,NULL)
# define SSL_CTX_sess_connect(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_CONNECT,0,NULL)
# define SSL_CTX_sess_connect_good(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_CONNECT_GOOD,0,NULL)
# define SSL_CTX_sess_connect_renegotiate(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_CONNECT_RENEGOTIATE,0,NULL)
# define SSL_CTX_sess_accept(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_ACCEPT,0,NULL)
# define SSL_CTX_sess_accept_renegotiate(ctx)
 \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_ACCEPT_RENEGOTIATE,0,NULL)
# define SSL_CTX_sess_accept_good(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_ACCEPT_GOOD,0,NULL)
# define SSL_CTX_sess_hits(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_HIT,0,NULL)
# define SSL_CTX_sess_cb_hits(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_CB_HIT,0,NULL)
# define SSL_CTX_sess_misses(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_MISSES,0,NULL)
```

```
# define SSL_CTX_sess_timeouts(ctx) \
      SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_TIMEOUTS,0,NULL)
# define SSL_CTX_sess_cache_full(ctx) \
      SSL_CTX_ctrl(ctx,SSL_CTRL_SESS_CACHE_FULL,0,NULL)

void SSL_CTX_sess_set_new_cb(SSL_CTX *ctx,
                             int (*new_session_cb) (struct ssl_st *ssl,
                                                    SSL_SESSION *sess));
int (*SSL_CTX_sess_get_new_cb(SSL_CTX *ctx)) (struct ssl_st *ssl,
                                              SSL_SESSION *sess);
void SSL_CTX_sess_set_remove_cb(SSL_CTX *ctx,
                                void (*remove_session_cb) (struct ssl_ctx_st
                                                           *ctx,
                                                           SSL_SESSION *sess));
void (*SSL_CTX_sess_get_remove_cb(SSL_CTX *ctx)) (struct ssl_ctx_st *ctx,
                                                  SSL_SESSION *sess);
void SSL_CTX_sess_set_get_cb(SSL_CTX *ctx,
                             SSL_SESSION *(*get_session_cb) (struct ssl_st
                                                             *ssl,
                                                             const unsigned char
                                                             *data, int len,
                                                             int *copy));
SSL_SESSION *(*SSL_CTX_sess_get_get_cb(SSL_CTX *ctx)) (struct ssl_st *ssl,
                                                       const unsigned char *data,
                                                       int len,
 int *copy);
void SSL_CTX_set_info_callback(SSL_CTX *ctx,
                               void (*cb) (const SSL *ssl, int type, int val));
void (*SSL_CTX_get_info_callback(SSL_CTX *ctx)) (const SSL *ssl, int type,
                                                 int val);
void SSL_CTX_set_client_cert_cb(SSL_CTX *ctx,
                                int (*client_cert_cb) (SSL *ssl, X509 **x509,
                                                       EVP_PKEY **pkey));
int (*SSL_CTX_get_client_cert_cb(SSL_CTX *ctx)) (SSL *ssl, X509 **x509,
                                                 EVP_PKEY **pkey);
# ifndef OPENSSL_NO_ENGINE
__owur int SSL_CTX_set_client_cert_engine(SSL_CTX *ctx, ENGINE *e);
# endif
void SSL_CTX_set_cookie_generate_cb(SSL_CTX *ctx,
                                    int (*app_gen_cookie_cb) (SSL *ssl,
                                                              unsigned char
                                                              *cookie,

                                                              unsigned int
                                                              *cookie_len));
void SSL_CTX_set_cookie_verify_cb(SSL_CTX *ctx,
                                  int (*app_verify_cookie_cb) (SSL *ssl,
                                                               const unsigned
```

```
                                        char *cookie,
                                        unsigned int
                                        cookie_len));

void SSL_CTX_set_stateless_cookie_generate_cb(
  SSL_CTX *ctx,
  int (*gen_stateless_cookie_cb) (SSL *ssl,
                                  unsigned char *cookie,
                                  size_t *cookie_len));
void SSL_CTX_set_stateless_cookie_verify_cb(
  SSL_CTX *ctx,
  int (*verify_stateless_cookie_cb) (SSL *ssl,
                                     const unsigned char *cookie,

            size_t cookie_len));
# ifndef OPENSSL_NO_NEXTPROTONEG

typedef int (*SSL_CTX_npn_advertised_cb_func)(SSL *ssl,
                                      const unsigned char **out,
                                      unsigned int *outlen,
                                      void *arg);
void SSL_CTX_set_next_protos_advertised_cb(SSL_CTX *s,
                                    SSL_CTX_npn_advertised_cb_func cb,
                                    void *arg);
#  define SSL_CTX_set_npn_advertised_cb SSL_CTX_set_next_protos_advertised_cb

typedef int (*SSL_CTX_npn_select_cb_func)(SSL *s,
                                    unsigned char **out,
                                    unsigned char *outlen,
                                    const unsigned char *in,
                                    unsigned int inlen,
                                    void *arg);
void SSL_CTX_set_next_proto_select_cb(SSL_CTX *s,
                                SSL_CTX_npn_select_cb_func cb,
                                void *arg);
#  define SSL_CTX_set_npn_select_cb SSL_CTX_set_next_proto_select_cb

void SSL_get0_next_proto_negotiated(const SSL *s, const unsigned char **data,
                                    unsigned *len);
#  define SSL_get0_npn_negotiated SSL_get0_next_proto_negotiated
# endif

__owur int SSL_select_next_proto(unsigned char **out, unsigned char *outlen,
                                 const unsigned char *in, unsigned int inlen,
                                 const unsigned char *client,
                                 unsigned int client_len);

# define OPENSSL_NPN_UNSUPPORTED 0
```

```
# define OPENSSL_NPN_NEGOTIATED  1
# define OPENSSL_NPN_NO_OVERLAP  2

__owur int SSL_CTX_set_alpn_protos(SSL_CTX *ctx, const unsigned char *protos,
                                   unsigned int protos_len);
__owur int SSL_set_alpn_protos(SSL *ssl, const unsigned char *protos,

                               unsigned int protos_len);
typedef int (*SSL_CTX_alpn_select_cb_func)(SSL *ssl,
                                           const unsigned char **out,
                                           unsigned char *outlen,
                                           const unsigned char *in,
                                           unsigned int inlen,
                                           void *arg);
void SSL_CTX_set_alpn_select_cb(SSL_CTX *ctx,
                                SSL_CTX_alpn_select_cb_func cb,
                                void *arg);
void SSL_get0_alpn_selected(const SSL *ssl, const unsigned char **data,
                            unsigned int *len);

# ifndef OPENSSL_NO_PSK
/*
* the maximum length of the buffer given to callbacks containing the
* resulting identity/psk
*/
#  define PSK_MAX_IDENTITY_LEN 256
#  define PSK_MAX_PSK_LEN 512
typedef unsigned int (*SSL_psk_client_cb_func)(SSL *ssl,
                                               const char
 *hint,
                                               char *identity,
                                               unsigned int max_identity_len,
                                               unsigned char *psk,
                                               unsigned int max_psk_len);
void SSL_CTX_set_psk_client_callback(SSL_CTX *ctx, SSL_psk_client_cb_func cb);
void SSL_set_psk_client_callback(SSL *ssl, SSL_psk_client_cb_func cb);

typedef unsigned int (*SSL_psk_server_cb_func)(SSL *ssl,
                                               const char *identity,
                                               unsigned char *psk,
                                               unsigned int max_psk_len);
void SSL_CTX_set_psk_server_callback(SSL_CTX *ctx, SSL_psk_server_cb_func cb);
void SSL_set_psk_server_callback(SSL *ssl, SSL_psk_server_cb_func cb);

__owur int SSL_CTX_use_psk_identity_hint(SSL_CTX *ctx, const char *identity_hint);
__owur int SSL_use_psk_identity_hint(SSL *s, const char *identity_hint);
const
```

```
 char *SSL_get_psk_identity_hint(const SSL *s);
const char *SSL_get_psk_identity(const SSL *s);
# endif

typedef int (*SSL_psk_find_session_cb_func)(SSL *ssl,
                                            const unsigned char *identity,
                                            size_t identity_len,
                                            SSL_SESSION **sess);
typedef int (*SSL_psk_use_session_cb_func)(SSL *ssl, const EVP_MD *md,
                                           const unsigned char **id,
                                           size_t *idlen,
                                           SSL_SESSION **sess);

void SSL_set_psk_find_session_callback(SSL *s, SSL_psk_find_session_cb_func cb);
void SSL_CTX_set_psk_find_session_callback(SSL_CTX *ctx,
                                           SSL_psk_find_session_cb_func cb);
void SSL_set_psk_use_session_callback(SSL *s, SSL_psk_use_session_cb_func cb);
void SSL_CTX_set_psk_use_session_callback(SSL_CTX *ctx,

                                          SSL_psk_use_session_cb_func cb);

/* Register callbacks to handle custom TLS Extensions for client or server. */

__owur int SSL_CTX_has_client_custom_ext(const SSL_CTX *ctx,
                                         unsigned int ext_type);

__owur int SSL_CTX_add_client_custom_ext(SSL_CTX *ctx,
                                         unsigned int ext_type,
                                         custom_ext_add_cb add_cb,
                                         custom_ext_free_cb free_cb,
                                         void *add_arg,
                                         custom_ext_parse_cb parse_cb,
                                         void *parse_arg);

__owur int SSL_CTX_add_server_custom_ext(SSL_CTX *ctx,
                                         unsigned int ext_type,
                                         custom_ext_add_cb add_cb,
                                         custom_ext_free_cb free_cb,

                void *add_arg,
                                         custom_ext_parse_cb parse_cb,
                                         void *parse_arg);

__owur int SSL_CTX_add_custom_ext(SSL_CTX *ctx, unsigned int ext_type,
                                  unsigned int context,
                                  SSL_custom_ext_add_cb_ex add_cb,
                                  SSL_custom_ext_free_cb_ex free_cb,
                                  void *add_arg,
```

```
                        SSL_custom_ext_parse_cb_ex parse_cb,
                        void *parse_arg);

__owur int SSL_extension_supported(unsigned int ext_type);

# define SSL_NOTHING            1
# define SSL_WRITING            2
# define SSL_READING            3
# define SSL_X509_LOOKUP        4
# define SSL_ASYNC_PAUSED       5
# define SSL_ASYNC_NO_JOBS      6
# define SSL_CLIENT_HELLO_CB    7
# define SSL_RETRY_VERIFY       8

/* These will only be used when doing non-blocking IO */
# define SSL_want_nothing(s)
        (SSL_want(s) == SSL_NOTHING)
# define SSL_want_read(s)           (SSL_want(s) == SSL_READING)
# define SSL_want_write(s)          (SSL_want(s) == SSL_WRITING)
# define SSL_want_x509_lookup(s)    (SSL_want(s) == SSL_X509_LOOKUP)
# define SSL_want_retry_verify(s)   (SSL_want(s) == SSL_RETRY_VERIFY)
# define SSL_want_async(s)          (SSL_want(s) == SSL_ASYNC_PAUSED)
# define SSL_want_async_job(s)      (SSL_want(s) == SSL_ASYNC_NO_JOBS)
# define SSL_want_client_hello_cb(s) (SSL_want(s) == SSL_CLIENT_HELLO_CB)

# define SSL_MAC_FLAG_READ_MAC_STREAM 1
# define SSL_MAC_FLAG_WRITE_MAC_STREAM 2
# define SSL_MAC_FLAG_READ_MAC_TLSTREE 4
# define SSL_MAC_FLAG_WRITE_MAC_TLSTREE 8

/*
* A callback for logging out TLS key material. This callback should log out
* |line| followed by a newline.
*/
typedef void (*SSL_CTX_keylog_cb_func)(const SSL *ssl, const char *line);

/*
* SSL_CTX_set_keylog_callback configures a callback to log key material. This
* is intended
 for debugging use with tools like Wireshark. The cb function
* should log line followed by a newline.
*/
void SSL_CTX_set_keylog_callback(SSL_CTX *ctx, SSL_CTX_keylog_cb_func cb);

/*
* SSL_CTX_get_keylog_callback returns the callback configured by
* SSL_CTX_set_keylog_callback.
*/
```

```
SSL_CTX_keylog_cb_func SSL_CTX_get_keylog_callback(const SSL_CTX *ctx);

int SSL_CTX_set_max_early_data(SSL_CTX *ctx, uint32_t max_early_data);
uint32_t SSL_CTX_get_max_early_data(const SSL_CTX *ctx);
int SSL_set_max_early_data(SSL *s, uint32_t max_early_data);
uint32_t SSL_get_max_early_data(const SSL *s);
int SSL_CTX_set_recv_max_early_data(SSL_CTX *ctx, uint32_t recv_max_early_data);
uint32_t SSL_CTX_get_recv_max_early_data(const SSL_CTX *ctx);
int SSL_set_recv_max_early_data(SSL *s, uint32_t recv_max_early_data);
uint32_t SSL_get_recv_max_early_data(const SSL *s);

#ifdef __cplusplus
}
#endif

# include <openssl/ssl2.h>
# include <openssl/ssl3.h>
# include <openssl/tls1.h>      /* This is mostly sslv3
 with a few tweaks */
# include <openssl/dtls1.h>     /* Datagram TLS */
# include <openssl/srtp.h>      /* Support for the use_srtp extension */

#ifdef  __cplusplus
extern "C" {
#endif

/*
* These need to be after the above set of includes due to a compiler bug
* in VisualStudio 2015
*/
SKM_DEFINE_STACK_OF_INTERNAL(SSL_CIPHER, const SSL_CIPHER, SSL_CIPHER)
#define sk_SSL_CIPHER_num(sk) OPENSSL_sk_num(ossl_check_const_SSL_CIPHER_sk_type(sk))
#define sk_SSL_CIPHER_value(sk, idx) ((const SSL_CIPHER
*)OPENSSL_sk_value(ossl_check_const_SSL_CIPHER_sk_type(sk), (idx)))
#define sk_SSL_CIPHER_new(cmp) ((STACK_OF(SSL_CIPHER)
*)OPENSSL_sk_new(ossl_check_SSL_CIPHER_compfunc_type(cmp)))
#define sk_SSL_CIPHER_new_null() ((STACK_OF(SSL_CIPHER) *)OPENSSL_sk_new_null())
#define sk_SSL_CIPHER_new_reserve(cmp, n) ((STACK_OF(SSL_CIPHER)
*)OPENSSL_sk_new_reserve(ossl_check_SSL_CIPHER_compfunc_type(cmp), (n)))
#define sk_SSL_CIPHER_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_SSL_CIPHER_sk_type(sk),
 (n))
#define sk_SSL_CIPHER_free(sk) OPENSSL_sk_free(ossl_check_SSL_CIPHER_sk_type(sk))
#define sk_SSL_CIPHER_zero(sk) OPENSSL_sk_zero(ossl_check_SSL_CIPHER_sk_type(sk))
#define sk_SSL_CIPHER_delete(sk, i) ((const SSL_CIPHER
*)OPENSSL_sk_delete(ossl_check_SSL_CIPHER_sk_type(sk), (i)))
#define sk_SSL_CIPHER_delete_ptr(sk, ptr) ((const SSL_CIPHER
*)OPENSSL_sk_delete_ptr(ossl_check_SSL_CIPHER_sk_type(sk), ossl_check_SSL_CIPHER_type(ptr)))
#define sk_SSL_CIPHER_push(sk, ptr) OPENSSL_sk_push(ossl_check_SSL_CIPHER_sk_type(sk),
```

```
ossl_check_SSL_CIPHER_type(ptr))
#define sk_SSL_CIPHER_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_SSL_CIPHER_sk_type(sk),
ossl_check_SSL_CIPHER_type(ptr))
#define sk_SSL_CIPHER_pop(sk) ((const SSL_CIPHER
*)OPENSSL_sk_pop(ossl_check_SSL_CIPHER_sk_type(sk)))
#define sk_SSL_CIPHER_shift(sk) ((const SSL_CIPHER
*)OPENSSL_sk_shift(ossl_check_SSL_CIPHER_sk_type(sk)))
#define sk_SSL_CIPHER_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_SSL_CIPHER_sk_type(sk),ossl_check_SSL_CIPHER_freefunc_type(freefunc
))
#define
 sk_SSL_CIPHER_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_SSL_CIPHER_sk_type(sk),
ossl_check_SSL_CIPHER_type(ptr), (idx))
#define sk_SSL_CIPHER_set(sk, idx, ptr) ((const SSL_CIPHER
*)OPENSSL_sk_set(ossl_check_SSL_CIPHER_sk_type(sk), (idx), ossl_check_SSL_CIPHER_type(ptr)))
#define sk_SSL_CIPHER_find(sk, ptr) OPENSSL_sk_find(ossl_check_SSL_CIPHER_sk_type(sk),
ossl_check_SSL_CIPHER_type(ptr))
#define sk_SSL_CIPHER_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_SSL_CIPHER_sk_type(sk),
ossl_check_SSL_CIPHER_type(ptr))
#define sk_SSL_CIPHER_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_SSL_CIPHER_sk_type(sk),
ossl_check_SSL_CIPHER_type(ptr), pnum)
#define sk_SSL_CIPHER_sort(sk) OPENSSL_sk_sort(ossl_check_SSL_CIPHER_sk_type(sk))
#define sk_SSL_CIPHER_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_SSL_CIPHER_sk_type(sk))
#define sk_SSL_CIPHER_dup(sk) ((STACK_OF(SSL_CIPHER)
*)OPENSSL_sk_dup(ossl_check_const_SSL_CIPHER_sk_type(sk)))
#define
 sk_SSL_CIPHER_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(SSL_CIPHER)
*)OPENSSL_sk_deep_copy(ossl_check_const_SSL_CIPHER_sk_type(sk),
ossl_check_SSL_CIPHER_copyfunc_type(copyfunc), ossl_check_SSL_CIPHER_freefunc_type(freefunc)))
#define sk_SSL_CIPHER_set_cmp_func(sk, cmp)
((sk_SSL_CIPHER_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_SSL_CIPHER_sk_type(sk),
ossl_check_SSL_CIPHER_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(SSL_COMP, SSL_COMP, SSL_COMP)
#define sk_SSL_COMP_num(sk) OPENSSL_sk_num(ossl_check_const_SSL_COMP_sk_type(sk))
#define sk_SSL_COMP_value(sk, idx) ((SSL_COMP
*)OPENSSL_sk_value(ossl_check_const_SSL_COMP_sk_type(sk), (idx)))
#define sk_SSL_COMP_new(cmp) ((STACK_OF(SSL_COMP)
*)OPENSSL_sk_new(ossl_check_SSL_COMP_compfunc_type(cmp)))
#define sk_SSL_COMP_new_null() ((STACK_OF(SSL_COMP) *)OPENSSL_sk_new_null())
#define sk_SSL_COMP_new_reserve(cmp, n) ((STACK_OF(SSL_COMP)
*)OPENSSL_sk_new_reserve(ossl_check_SSL_COMP_compfunc_type(cmp), (n)))
#define sk_SSL_COMP_reserve(sk,
 n) OPENSSL_sk_reserve(ossl_check_SSL_COMP_sk_type(sk), (n))
#define sk_SSL_COMP_free(sk) OPENSSL_sk_free(ossl_check_SSL_COMP_sk_type(sk))
#define sk_SSL_COMP_zero(sk) OPENSSL_sk_zero(ossl_check_SSL_COMP_sk_type(sk))
#define sk_SSL_COMP_delete(sk, i) ((SSL_COMP *)OPENSSL_sk_delete(ossl_check_SSL_COMP_sk_type(sk),
(i)))
#define sk_SSL_COMP_delete_ptr(sk, ptr) ((SSL_COMP
```

```
*)OPENSSL_sk_delete_ptr(ossl_check_SSL_COMP_sk_type(sk), ossl_check_SSL_COMP_type(ptr)))
#define sk_SSL_COMP_push(sk, ptr) OPENSSL_sk_push(ossl_check_SSL_COMP_sk_type(sk),
ossl_check_SSL_COMP_type(ptr))
#define sk_SSL_COMP_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_SSL_COMP_sk_type(sk),
ossl_check_SSL_COMP_type(ptr))
#define sk_SSL_COMP_pop(sk) ((SSL_COMP *)OPENSSL_sk_pop(ossl_check_SSL_COMP_sk_type(sk)))
#define sk_SSL_COMP_shift(sk) ((SSL_COMP *)OPENSSL_sk_shift(ossl_check_SSL_COMP_sk_type(sk)))
#define sk_SSL_COMP_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_SSL_COMP_sk_type(sk),ossl_check_SSL_COMP_freefunc_type(freefunc))
#define
 sk_SSL_COMP_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_SSL_COMP_sk_type(sk),
ossl_check_SSL_COMP_type(ptr), (idx))
#define sk_SSL_COMP_set(sk, idx, ptr) ((SSL_COMP *)OPENSSL_sk_set(ossl_check_SSL_COMP_sk_type(sk),
(idx), ossl_check_SSL_COMP_type(ptr)))
#define sk_SSL_COMP_find(sk, ptr) OPENSSL_sk_find(ossl_check_SSL_COMP_sk_type(sk),
ossl_check_SSL_COMP_type(ptr))
#define sk_SSL_COMP_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_SSL_COMP_sk_type(sk),
ossl_check_SSL_COMP_type(ptr))
#define sk_SSL_COMP_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_SSL_COMP_sk_type(sk),
ossl_check_SSL_COMP_type(ptr), pnum)
#define sk_SSL_COMP_sort(sk) OPENSSL_sk_sort(ossl_check_SSL_COMP_sk_type(sk))
#define sk_SSL_COMP_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_SSL_COMP_sk_type(sk))
#define sk_SSL_COMP_dup(sk) ((STACK_OF(SSL_COMP)
*)OPENSSL_sk_dup(ossl_check_const_SSL_COMP_sk_type(sk)))
#define sk_SSL_COMP_deep_copy(sk, copyfunc, freefunc)
 ((STACK_OF(SSL_COMP) *)OPENSSL_sk_deep_copy(ossl_check_const_SSL_COMP_sk_type(sk),
ossl_check_SSL_COMP_copyfunc_type(copyfunc), ossl_check_SSL_COMP_freefunc_type(freefunc)))
#define sk_SSL_COMP_set_cmp_func(sk, cmp)
((sk_SSL_COMP_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_SSL_COMP_sk_type(sk),
ossl_check_SSL_COMP_compfunc_type(cmp)))


/* compatibility */
# define SSL_set_app_data(s,arg)         (SSL_set_ex_data(s,0,(char *)(arg)))
# define SSL_get_app_data(s)             (SSL_get_ex_data(s,0))
# define SSL_SESSION_set_app_data(s,a)   (SSL_SESSION_set_ex_data(s,0, \
                                          (char *)(a)))
# define SSL_SESSION_get_app_data(s)     (SSL_SESSION_get_ex_data(s,0))
# define SSL_CTX_get_app_data(ctx)       (SSL_CTX_get_ex_data(ctx,0))
# define SSL_CTX_set_app_data(ctx,arg)   (SSL_CTX_set_ex_data(ctx,0, \
                                         (char *)(arg)))
# ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0
 void SSL_set_debug(SSL *s, int debug);
# endif

/* TLSv1.3 KeyUpdate message types */
/* -1 used so that this is an invalid value for the on-the-wire protocol */
```

```
#define SSL_KEY_UPDATE_NONE             -1
/* Values as defined for the on-the-wire protocol */
#define SSL_KEY_UPDATE_NOT_REQUESTED    0
#define SSL_KEY_UPDATE_REQUESTED        1

/*
* The valid handshake states (one for each type message sent and one for each
* type of message received). There are also two "special" states:
* TLS = TLS or DTLS state
* DTLS = DTLS specific state
* CR/SR = Client Read/Server Read
* CW/SW = Client Write/Server Write
*
* The "special" states are:
* TLS_ST_BEFORE = No handshake has been initiated yet
* TLS_ST_OK = A handshake has been successfully completed
*/
typedef enum {
  TLS_ST_BEFORE,
  TLS_ST_OK,
  DTLS_ST_CR_HELLO_VERIFY_REQUEST,
  TLS_ST_CR_SRVR_HELLO,
  TLS_ST_CR_CERT,
  TLS_ST_CR_CERT_STATUS,
  TLS_ST_CR_KEY_EXCH,
  TLS_ST_CR_CERT_REQ,
  TLS_ST_CR_SRVR_DONE,
   TLS_ST_CR_SESSION_TICKET,
  TLS_ST_CR_CHANGE,
  TLS_ST_CR_FINISHED,
  TLS_ST_CW_CLNT_HELLO,
  TLS_ST_CW_CERT,
  TLS_ST_CW_KEY_EXCH,
  TLS_ST_CW_CERT_VRFY,
  TLS_ST_CW_CHANGE,
  TLS_ST_CW_NEXT_PROTO,
  TLS_ST_CW_FINISHED,
  TLS_ST_SW_HELLO_REQ,
  TLS_ST_SR_CLNT_HELLO,
  DTLS_ST_SW_HELLO_VERIFY_REQUEST,
  TLS_ST_SW_SRVR_HELLO,
  TLS_ST_SW_CERT,
  TLS_ST_SW_KEY_EXCH,
  TLS_ST_SW_CERT_REQ,
  TLS_ST_SW_SRVR_DONE,
  TLS_ST_SR_CERT,
  TLS_ST_SR_KEY_EXCH,
  TLS_ST_SR_CERT_VRFY,
```

```
  TLS_ST_SR_NEXT_PROTO,
  TLS_ST_SR_CHANGE,
  TLS_ST_SR_FINISHED,
  TLS_ST_SW_SESSION_TICKET,
  TLS_ST_SW_CERT_STATUS,
  TLS_ST_SW_CHANGE,
  TLS_ST_SW_FINISHED,
  TLS_ST_SW_ENCRYPTED_EXTENSIONS,
  TLS_ST_CR_ENCRYPTED_EXTENSIONS,
  TLS_ST_CR_CERT_VRFY,
  TLS_ST_SW_CERT_VRFY,
  TLS_ST_CR_HELLO_REQ,
  TLS_ST_SW_KEY_UPDATE,
  TLS_ST_CW_KEY_UPDATE,
  TLS_ST_SR_KEY_UPDATE,
  TLS_ST_CR_KEY_UPDATE,
  TLS_ST_EARLY_DATA,
  TLS_ST_PENDING_EARLY_DATA_END,
   TLS_ST_CW_END_OF_EARLY_DATA,
  TLS_ST_SR_END_OF_EARLY_DATA
} OSSL_HANDSHAKE_STATE;

/*
* Most of the following state values are no longer used and are defined to be
* the closest equivalent value in the current state machine code. Not all
* defines have an equivalent and are set to a dummy value (-1). SSL_ST_CONNECT
* and SSL_ST_ACCEPT are still in use in the definition of SSL_CB_ACCEPT_LOOP,
* SSL_CB_ACCEPT_EXIT, SSL_CB_CONNECT_LOOP and SSL_CB_CONNECT_EXIT.
*/

# define SSL_ST_CONNECT               0x1000
# define SSL_ST_ACCEPT                0x2000

# define SSL_ST_MASK                  0x0FFF

# define SSL_CB_LOOP                  0x01
# define SSL_CB_EXIT                  0x02
# define SSL_CB_READ                  0x04
# define SSL_CB_WRITE                 0x08
# define SSL_CB_ALERT                 0x4000/* used in callback */
# define SSL_CB_READ_ALERT            (SSL_CB_ALERT|SSL_CB_READ)
# define SSL_CB_WRITE_ALERT
    (SSL_CB_ALERT|SSL_CB_WRITE)
# define SSL_CB_ACCEPT_LOOP           (SSL_ST_ACCEPT|SSL_CB_LOOP)
# define SSL_CB_ACCEPT_EXIT           (SSL_ST_ACCEPT|SSL_CB_EXIT)
# define SSL_CB_CONNECT_LOOP          (SSL_ST_CONNECT|SSL_CB_LOOP)
# define SSL_CB_CONNECT_EXIT          (SSL_ST_CONNECT|SSL_CB_EXIT)
# define SSL_CB_HANDSHAKE_START       0x10
```

```
# define SSL_CB_HANDSHAKE_DONE          0x20

/* Is the SSL_connection established? */
# define SSL_in_connect_init(a)         (SSL_in_init(a) && !SSL_is_server(a))
# define SSL_in_accept_init(a)          (SSL_in_init(a) && SSL_is_server(a))
int SSL_in_init(const SSL *s);
int SSL_in_before(const SSL *s);
int SSL_is_init_finished(const SSL *s);

/*
* The following 3 states are kept in ssl->rlayer.rstate when reads fail, you
* should not need these
*/
# define SSL_ST_READ_HEADER                  0xF0
# define SSL_ST_READ_BODY                    0xF1
# define SSL_ST_READ_DONE                    0xF2

/*-
* Obtain latest
 Finished message
*   -- that we sent (SSL_get_finished)
*   -- that we expected from peer (SSL_get_peer_finished).
* Returns length (0 == no Finished so far), copies up to 'count' bytes.
*/
size_t SSL_get_finished(const SSL *s, void *buf, size_t count);
size_t SSL_get_peer_finished(const SSL *s, void *buf, size_t count);

/*
* use either SSL_VERIFY_NONE or SSL_VERIFY_PEER, the last 3 options are
* 'ored' with SSL_VERIFY_PEER if they are desired
*/
# define SSL_VERIFY_NONE               0x00
# define SSL_VERIFY_PEER               0x01
# define SSL_VERIFY_FAIL_IF_NO_PEER_CERT 0x02
# define SSL_VERIFY_CLIENT_ONCE         0x04
# define SSL_VERIFY_POST_HANDSHAKE      0x08

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define OpenSSL_add_ssl_algorithms()   SSL_library_init()
#  define SSLeay_add_ssl_algorithms()    SSL_library_init()
# endif

/* More backward compatibility */
# define SSL_get_cipher(s) \
            SSL_CIPHER_get_name(SSL_get_current_cipher(s))
# define SSL_get_cipher_bits(s,np)
 \
            SSL_CIPHER_get_bits(SSL_get_current_cipher(s),np)
```

```
# define SSL_get_cipher_version(s) \
        SSL_CIPHER_get_version(SSL_get_current_cipher(s))
# define SSL_get_cipher_name(s) \
        SSL_CIPHER_get_name(SSL_get_current_cipher(s))
# define SSL_get_time(a)        SSL_SESSION_get_time(a)
# define SSL_set_time(a,b)      SSL_SESSION_set_time((a),(b))
# define SSL_get_timeout(a)     SSL_SESSION_get_timeout(a)
# define SSL_set_timeout(a,b)   SSL_SESSION_set_timeout((a),(b))

# define d2i_SSL_SESSION_bio(bp,s_id)
ASN1_d2i_bio_of(SSL_SESSION,SSL_SESSION_new,d2i_SSL_SESSION,bp,s_id)
# define i2d_SSL_SESSION_bio(bp,s_id) ASN1_i2d_bio_of(SSL_SESSION,i2d_SSL_SESSION,bp,s_id)

DECLARE_PEM_rw(SSL_SESSION, SSL_SESSION)
# define SSL_AD_REASON_OFFSET           1000/* offset to get SSL_R_... value
                                * from SSL_AD_... */
/* These alert types are for SSLv3 and TLSv1 */
# define SSL_AD_CLOSE_NOTIFY
     SSL3_AD_CLOSE_NOTIFY
/* fatal */
# define SSL_AD_UNEXPECTED_MESSAGE      SSL3_AD_UNEXPECTED_MESSAGE
/* fatal */
# define SSL_AD_BAD_RECORD_MAC          SSL3_AD_BAD_RECORD_MAC
# define SSL_AD_DECRYPTION_FAILED       TLS1_AD_DECRYPTION_FAILED
# define SSL_AD_RECORD_OVERFLOW         TLS1_AD_RECORD_OVERFLOW
/* fatal */
# define SSL_AD_DECOMPRESSION_FAILURE   SSL3_AD_DECOMPRESSION_FAILURE
/* fatal */
# define SSL_AD_HANDSHAKE_FAILURE       SSL3_AD_HANDSHAKE_FAILURE
/* Not for TLS */
# define SSL_AD_NO_CERTIFICATE          SSL3_AD_NO_CERTIFICATE
# define SSL_AD_BAD_CERTIFICATE         SSL3_AD_BAD_CERTIFICATE
# define SSL_AD_UNSUPPORTED_CERTIFICATE  SSL3_AD_UNSUPPORTED_CERTIFICATE
# define SSL_AD_CERTIFICATE_REVOKED     SSL3_AD_CERTIFICATE_REVOKED
# define SSL_AD_CERTIFICATE_EXPIRED     SSL3_AD_CERTIFICATE_EXPIRED
# define SSL_AD_CERTIFICATE_UNKNOWN     SSL3_AD_CERTIFICATE_UNKNOWN
/* fatal */
# define SSL_AD_ILLEGAL_PARAMETER       SSL3_AD_ILLEGAL_PARAMETER
/* fatal */
# define
 SSL_AD_UNKNOWN_CA             TLS1_AD_UNKNOWN_CA
/* fatal */
# define SSL_AD_ACCESS_DENIED          TLS1_AD_ACCESS_DENIED
/* fatal */
# define SSL_AD_DECODE_ERROR           TLS1_AD_DECODE_ERROR
# define SSL_AD_DECRYPT_ERROR          TLS1_AD_DECRYPT_ERROR
/* fatal */
# define SSL_AD_EXPORT_RESTRICTION      TLS1_AD_EXPORT_RESTRICTION
```

```
/* fatal */
# define SSL_AD_PROTOCOL_VERSION        TLS1_AD_PROTOCOL_VERSION
/* fatal */
# define SSL_AD_INSUFFICIENT_SECURITY    TLS1_AD_INSUFFICIENT_SECURITY
/* fatal */
# define SSL_AD_INTERNAL_ERROR          TLS1_AD_INTERNAL_ERROR
# define SSL_AD_USER_CANCELLED          TLS1_AD_USER_CANCELLED
# define SSL_AD_NO_RENEGOTIATION        TLS1_AD_NO_RENEGOTIATION
# define SSL_AD_MISSING_EXTENSION       TLS13_AD_MISSING_EXTENSION
# define SSL_AD_CERTIFICATE_REQUIRED    TLS13_AD_CERTIFICATE_REQUIRED
# define SSL_AD_UNSUPPORTED_EXTENSION   TLS1_AD_UNSUPPORTED_EXTENSION
# define SSL_AD_CERTIFICATE_UNOBTAINABLE TLS1_AD_CERTIFICATE_UNOBTAINABLE
#
 define SSL_AD_UNRECOGNIZED_NAME       TLS1_AD_UNRECOGNIZED_NAME
# define SSL_AD_BAD_CERTIFICATE_STATUS_RESPONSE
TLS1_AD_BAD_CERTIFICATE_STATUS_RESPONSE
# define SSL_AD_BAD_CERTIFICATE_HASH_VALUE TLS1_AD_BAD_CERTIFICATE_HASH_VALUE
/* fatal */
# define SSL_AD_UNKNOWN_PSK_IDENTITY    TLS1_AD_UNKNOWN_PSK_IDENTITY
/* fatal */
# define SSL_AD_INAPPROPRIATE_FALLBACK   TLS1_AD_INAPPROPRIATE_FALLBACK
# define SSL_AD_NO_APPLICATION_PROTOCOL  TLS1_AD_NO_APPLICATION_PROTOCOL
# define SSL_ERROR_NONE                 0
# define SSL_ERROR_SSL                  1
# define SSL_ERROR_WANT_READ            2
# define SSL_ERROR_WANT_WRITE           3
# define SSL_ERROR_WANT_X509_LOOKUP     4
# define SSL_ERROR_SYSCALL              5/* look at error stack/return
                                * value/errno */
# define SSL_ERROR_ZERO_RETURN          6
# define SSL_ERROR_WANT_CONNECT         7
# define SSL_ERROR_WANT_ACCEPT          8
# define SSL_ERROR_WANT_ASYNC           9
# define SSL_ERROR_WANT_ASYNC_JOB
     10
# define SSL_ERROR_WANT_CLIENT_HELLO_CB 11
# define SSL_ERROR_WANT_RETRY_VERIFY    12

# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define SSL_CTRL_SET_TMP_DH                3
#  define SSL_CTRL_SET_TMP_ECDH              4
#  define SSL_CTRL_SET_TMP_DH_CB             6
# endif

# define SSL_CTRL_GET_CLIENT_CERT_REQUEST       9
# define SSL_CTRL_GET_NUM_RENEGOTIATIONS        10
# define SSL_CTRL_CLEAR_NUM_RENEGOTIATIONS      11
# define SSL_CTRL_GET_TOTAL_RENEGOTIATIONS      12
```

```
# define SSL_CTRL_GET_FLAGS                13
# define SSL_CTRL_EXTRA_CHAIN_CERT         14
# define SSL_CTRL_SET_MSG_CALLBACK         15
# define SSL_CTRL_SET_MSG_CALLBACK_ARG     16
/* only applies to datagram connections */
# define SSL_CTRL_SET_MTU                  17
/* Stats */
# define SSL_CTRL_SESS_NUMBER              20
# define SSL_CTRL_SESS_CONNECT             21
# define SSL_CTRL_SESS_CONNECT_GOOD        22
# define SSL_CTRL_SESS_CONNECT_RENEGOTIATE
    23
# define SSL_CTRL_SESS_ACCEPT              24
# define SSL_CTRL_SESS_ACCEPT_GOOD         25
# define SSL_CTRL_SESS_ACCEPT_RENEGOTIATE  26
# define SSL_CTRL_SESS_HIT                 27
# define SSL_CTRL_SESS_CB_HIT              28
# define SSL_CTRL_SESS_MISSES              29
# define SSL_CTRL_SESS_TIMEOUTS            30
# define SSL_CTRL_SESS_CACHE_FULL          31
# define SSL_CTRL_MODE                     33
# define SSL_CTRL_GET_READ_AHEAD           40
# define SSL_CTRL_SET_READ_AHEAD           41
# define SSL_CTRL_SET_SESS_CACHE_SIZE      42
# define SSL_CTRL_GET_SESS_CACHE_SIZE      43
# define SSL_CTRL_SET_SESS_CACHE_MODE      44
# define SSL_CTRL_GET_SESS_CACHE_MODE      45
# define SSL_CTRL_GET_MAX_CERT_LIST        50
# define SSL_CTRL_SET_MAX_CERT_LIST        51
# define SSL_CTRL_SET_MAX_SEND_FRAGMENT    52
/* see tls1.h for macros based
 on these */
# define SSL_CTRL_SET_TLSEXT_SERVERNAME_CB   53
# define SSL_CTRL_SET_TLSEXT_SERVERNAME_ARG  54
# define SSL_CTRL_SET_TLSEXT_HOSTNAME        55
# define SSL_CTRL_SET_TLSEXT_DEBUG_CB        56
# define SSL_CTRL_SET_TLSEXT_DEBUG_ARG       57
# define SSL_CTRL_GET_TLSEXT_TICKET_KEYS     58
# define SSL_CTRL_SET_TLSEXT_TICKET_KEYS     59
/*# define SSL_CTRL_SET_TLSEXT_OPAQUE_PRF_INPUT  60 */
/*# define SSL_CTRL_SET_TLSEXT_OPAQUE_PRF_INPUT_CB 61 */
/*# define SSL_CTRL_SET_TLSEXT_OPAQUE_PRF_INPUT_CB_ARG 62 */
# define SSL_CTRL_SET_TLSEXT_STATUS_REQ_CB   63
# define SSL_CTRL_SET_TLSEXT_STATUS_REQ_CB_ARG  64
# define SSL_CTRL_SET_TLSEXT_STATUS_REQ_TYPE  65
# define SSL_CTRL_GET_TLSEXT_STATUS_REQ_EXTS  66
# define SSL_CTRL_SET_TLSEXT_STATUS_REQ_EXTS  67
# define SSL_CTRL_GET_TLSEXT_STATUS_REQ_IDS   68
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# define SSL_CTRL_SET_TLSEXT_STATUS_REQ_IDS      69
# define SSL_CTRL_GET_TLSEXT_STATUS_REQ_OCSP_RESP        70
# define SSL_CTRL_SET_TLSEXT_STATUS_REQ_OCSP_RESP
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# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define SSL_CTRL_SET_TLSEXT_TICKET_KEY_CB      72
# endif
# define SSL_CTRL_SET_TLS_EXT_SRP_USERNAME_CB    75
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# define SSL_CTRL_SET_NOT_RESUMABLE_SESS_CB      79
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# define SSL_CTRL_CHAIN_CERT                  89
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```

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# define SSL_CTRL_GET_EXTMS_SUPPORT             122
# define SSL_CTRL_SET_MIN_PROTO_VERSION         123
# define SSL_CTRL_SET_MAX_PROTO_VERSION         124
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# define SSL_CTRL_GET_MIN_PROTO_VERSION         130
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# define SSL_CTRL_GET_SIGNATURE_NID             132
# define SSL_CTRL_GET_TMP_KEY                   133
# define SSL_CTRL_GET_NEGOTIATED_GROUP          134
# define SSL_CTRL_SET_RETRY_VERIFY
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# define SSL_CTRL_GET_VERIFY_CERT_STORE         137
# define SSL_CTRL_GET_CHAIN_CERT_STORE          138
# define SSL_CERT_SET_FIRST                     1
# define SSL_CERT_SET_NEXT                      2
# define SSL_CERT_SET_SERVER                    3
# define DTLSv1_get_timeout(ssl, arg) \
     SSL_ctrl(ssl,DTLS_CTRL_GET_TIMEOUT,0, (void *)(arg))
# define DTLSv1_handle_timeout(ssl) \
     SSL_ctrl(ssl,DTLS_CTRL_HANDLE_TIMEOUT,0, NULL)
# define SSL_num_renegotiations(ssl) \
     SSL_ctrl((ssl),SSL_CTRL_GET_NUM_RENEGOTIATIONS,0,NULL)
# define SSL_clear_num_renegotiations(ssl) \
     SSL_ctrl((ssl),SSL_CTRL_CLEAR_NUM_RENEGOTIATIONS,0,NULL)
# define SSL_total_renegotiations(ssl) \
     SSL_ctrl((ssl),SSL_CTRL_GET_TOTAL_RENEGOTIATIONS,0,NULL)
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define SSL_CTX_set_tmp_dh(ctx,dh) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_TMP_DH,0,(char *)(dh))
# endif
# define SSL_CTX_set_dh_auto(ctx, onoff) \
      SSL_CTX_ctrl(ctx,SSL_CTRL_SET_DH_AUTO,onoff,NULL)
# define SSL_set_dh_auto(s, onoff) \
     SSL_ctrl(s,SSL_CTRL_SET_DH_AUTO,onoff,NULL)
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define SSL_set_tmp_dh(ssl,dh) \
     SSL_ctrl(ssl,SSL_CTRL_SET_TMP_DH,0,(char *)(dh))
# endif
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define SSL_CTX_set_tmp_ecdh(ctx,ecdh) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_TMP_ECDH,0,(char *)(ecdh))
#  define SSL_set_tmp_ecdh(ssl,ecdh) \
```

```
        SSL_ctrl(ssl,SSL_CTRL_SET_TMP_ECDH,0,(char *)(ecdh))
# endif
# define SSL_CTX_add_extra_chain_cert(ctx,x509) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_EXTRA_CHAIN_CERT,0,(char *)(x509))
# define SSL_CTX_get_extra_chain_certs(ctx,px509) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_GET_EXTRA_CHAIN_CERTS,0,px509)
# define SSL_CTX_get_extra_chain_certs_only(ctx,px509) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_GET_EXTRA_CHAIN_CERTS,1,px509)
# define SSL_CTX_clear_extra_chain_certs(ctx) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_CLEAR_EXTRA_CHAIN_CERTS,0,NULL)
#
 define SSL_CTX_set0_chain(ctx,sk) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_CHAIN,0,(char *)(sk))
# define SSL_CTX_set1_chain(ctx,sk) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_CHAIN,1,(char *)(sk))
# define SSL_CTX_add0_chain_cert(ctx,x509) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_CHAIN_CERT,0,(char *)(x509))
# define SSL_CTX_add1_chain_cert(ctx,x509) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_CHAIN_CERT,1,(char *)(x509))
# define SSL_CTX_get0_chain_certs(ctx,px509) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_GET_CHAIN_CERTS,0,px509)
# define SSL_CTX_clear_chain_certs(ctx) \
        SSL_CTX_set0_chain(ctx,NULL)
# define SSL_CTX_build_cert_chain(ctx, flags) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_BUILD_CERT_CHAIN, flags, NULL)
# define SSL_CTX_select_current_cert(ctx,x509) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_SELECT_CURRENT_CERT,0,(char *)(x509))
# define SSL_CTX_set_current_cert(ctx, op) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_SET_CURRENT_CERT, op, NULL)
# define SSL_CTX_set0_verify_cert_store(ctx,st) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_SET_VERIFY_CERT_STORE,0,(char
 *)(st))
# define SSL_CTX_set1_verify_cert_store(ctx,st) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_SET_VERIFY_CERT_STORE,1,(char *)(st))
# define SSL_CTX_get0_verify_cert_store(ctx,st) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_GET_VERIFY_CERT_STORE,0,(char *)(st))
# define SSL_CTX_set0_chain_cert_store(ctx,st) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_SET_CHAIN_CERT_STORE,0,(char *)(st))
# define SSL_CTX_set1_chain_cert_store(ctx,st) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_SET_CHAIN_CERT_STORE,1,(char *)(st))
# define SSL_CTX_get0_chain_cert_store(ctx,st) \
        SSL_CTX_ctrl(ctx,SSL_CTRL_GET_CHAIN_CERT_STORE,0,(char *)(st))
# define SSL_set0_chain(s,sk) \
        SSL_ctrl(s,SSL_CTRL_CHAIN,0,(char *)(sk))
# define SSL_set1_chain(s,sk) \
        SSL_ctrl(s,SSL_CTRL_CHAIN,1,(char *)(sk))
# define SSL_add0_chain_cert(s,x509) \
        SSL_ctrl(s,SSL_CTRL_CHAIN_CERT,0,(char *)(x509))
```

```
# define SSL_add1_chain_cert(s,x509) \
     SSL_ctrl(s,SSL_CTRL_CHAIN_CERT,1,(char
 *)(x509))
# define SSL_get0_chain_certs(s,px509) \
     SSL_ctrl(s,SSL_CTRL_GET_CHAIN_CERTS,0,px509)
# define SSL_clear_chain_certs(s) \
     SSL_set0_chain(s,NULL)
# define SSL_build_cert_chain(s, flags) \
     SSL_ctrl(s,SSL_CTRL_BUILD_CERT_CHAIN, flags, NULL)
# define SSL_select_current_cert(s,x509) \
     SSL_ctrl(s,SSL_CTRL_SELECT_CURRENT_CERT,0,(char *)(x509))
# define SSL_set_current_cert(s,op) \
     SSL_ctrl(s,SSL_CTRL_SET_CURRENT_CERT, op, NULL)
# define SSL_set0_verify_cert_store(s,st) \
     SSL_ctrl(s,SSL_CTRL_SET_VERIFY_CERT_STORE,0,(char *)(st))
# define SSL_set1_verify_cert_store(s,st) \
     SSL_ctrl(s,SSL_CTRL_SET_VERIFY_CERT_STORE,1,(char *)(st))
#define SSL_get0_verify_cert_store(s,st) \
     SSL_ctrl(s,SSL_CTRL_GET_VERIFY_CERT_STORE,0,(char *)(st))
# define SSL_set0_chain_cert_store(s,st) \
     SSL_ctrl(s,SSL_CTRL_SET_CHAIN_CERT_STORE,0,(char *)(st))
# define SSL_set1_chain_cert_store(s,st) \
     SSL_ctrl(s,SSL_CTRL_SET_CHAIN_CERT_STORE,1,(char
 *)(st))
#define SSL_get0_chain_cert_store(s,st) \
     SSL_ctrl(s,SSL_CTRL_GET_CHAIN_CERT_STORE,0,(char *)(st))

# define SSL_get1_groups(s, glist) \
     SSL_ctrl(s,SSL_CTRL_GET_GROUPS,0,(int*)(glist))
# define SSL_CTX_set1_groups(ctx, glist, glistlen) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_GROUPS,glistlen,(int *)(glist))
# define SSL_CTX_set1_groups_list(ctx, s) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_GROUPS_LIST,0,(char *)(s))
# define SSL_set1_groups(s, glist, glistlen) \
     SSL_ctrl(s,SSL_CTRL_SET_GROUPS,glistlen,(char *)(glist))
# define SSL_set1_groups_list(s, str) \
     SSL_ctrl(s,SSL_CTRL_SET_GROUPS_LIST,0,(char *)(str))
# define SSL_get_shared_group(s, n) \
     SSL_ctrl(s,SSL_CTRL_GET_SHARED_GROUP,n,NULL)
# define SSL_get_negotiated_group(s) \
     SSL_ctrl(s,SSL_CTRL_GET_NEGOTIATED_GROUP,0,NULL)
# define SSL_CTX_set1_sigalgs(ctx, slist, slistlen) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_SIGALGS,slistlen,(int *)(slist))
# define SSL_CTX_set1_sigalgs_list(ctx,
 s) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_SIGALGS_LIST,0,(char *)(s))
# define SSL_set1_sigalgs(s, slist, slistlen) \
     SSL_ctrl(s,SSL_CTRL_SET_SIGALGS,slistlen,(int *)(slist))
```

```
# define SSL_set1_sigalgs_list(s, str) \
    SSL_ctrl(s,SSL_CTRL_SET_SIGALGS_LIST,0,(char *)(str))
# define SSL_CTX_set1_client_sigalgs(ctx, slist, slistlen) \
    SSL_CTX_ctrl(ctx,SSL_CTRL_SET_CLIENT_SIGALGS,slistlen,(int *)(slist))
# define SSL_CTX_set1_client_sigalgs_list(ctx, s) \
    SSL_CTX_ctrl(ctx,SSL_CTRL_SET_CLIENT_SIGALGS_LIST,0,(char *)(s))
# define SSL_set1_client_sigalgs(s, slist, slistlen) \
    SSL_ctrl(s,SSL_CTRL_SET_CLIENT_SIGALGS,slistlen,(int *)(slist))
# define SSL_set1_client_sigalgs_list(s, str) \
    SSL_ctrl(s,SSL_CTRL_SET_CLIENT_SIGALGS_LIST,0,(char *)(str))
# define SSL_get0_certificate_types(s, clist) \
    SSL_ctrl(s, SSL_CTRL_GET_CLIENT_CERT_TYPES, 0, (char *)(clist))
# define SSL_CTX_set1_client_certificate_types(ctx, clist, clistlen)
 \
    SSL_CTX_ctrl(ctx,SSL_CTRL_SET_CLIENT_CERT_TYPES,clistlen, \
            (char *)(clist))
# define SSL_set1_client_certificate_types(s, clist, clistlen) \
    SSL_ctrl(s,SSL_CTRL_SET_CLIENT_CERT_TYPES,clistlen,(char *)(clist))
# define SSL_get_signature_nid(s, pn) \
    SSL_ctrl(s,SSL_CTRL_GET_SIGNATURE_NID,0,pn)
# define SSL_get_peer_signature_nid(s, pn) \
    SSL_ctrl(s,SSL_CTRL_GET_PEER_SIGNATURE_NID,0,pn)
# define SSL_get_peer_tmp_key(s, pk) \
    SSL_ctrl(s,SSL_CTRL_GET_PEER_TMP_KEY,0,pk)
# define SSL_get_tmp_key(s, pk) \
    SSL_ctrl(s,SSL_CTRL_GET_TMP_KEY,0,pk)
# define SSL_get0_raw_cipherlist(s, plst) \
    SSL_ctrl(s,SSL_CTRL_GET_RAW_CIPHERLIST,0,plst)
# define SSL_get0_ec_point_formats(s, plst) \
    SSL_ctrl(s,SSL_CTRL_GET_EC_POINT_FORMATS,0,plst)
# define SSL_CTX_set_min_proto_version(ctx, version) \
    SSL_CTX_ctrl(ctx, SSL_CTRL_SET_MIN_PROTO_VERSION, version, NULL)
# define SSL_CTX_set_max_proto_version(ctx, version)
 \
    SSL_CTX_ctrl(ctx, SSL_CTRL_SET_MAX_PROTO_VERSION, version, NULL)
# define SSL_CTX_get_min_proto_version(ctx) \
    SSL_CTX_ctrl(ctx, SSL_CTRL_GET_MIN_PROTO_VERSION, 0, NULL)
# define SSL_CTX_get_max_proto_version(ctx) \
    SSL_CTX_ctrl(ctx, SSL_CTRL_GET_MAX_PROTO_VERSION, 0, NULL)
# define SSL_set_min_proto_version(s, version) \
    SSL_ctrl(s, SSL_CTRL_SET_MIN_PROTO_VERSION, version, NULL)
# define SSL_set_max_proto_version(s, version) \
    SSL_ctrl(s, SSL_CTRL_SET_MAX_PROTO_VERSION, version, NULL)
# define SSL_get_min_proto_version(s) \
    SSL_ctrl(s, SSL_CTRL_GET_MIN_PROTO_VERSION, 0, NULL)
# define SSL_get_max_proto_version(s) \
    SSL_ctrl(s, SSL_CTRL_GET_MAX_PROTO_VERSION, 0, NULL)
```

```
const char *SSL_group_to_name(SSL *s, int id);

/* Backwards compatibility, original 1.1.0 names */
# define SSL_CTRL_GET_SERVER_TMP_KEY \
        SSL_CTRL_GET_PEER_TMP_KEY
# define SSL_get_server_tmp_key(s, pk) \
        SSL_get_peer_tmp_key(s, pk)

int SSL_set0_tmp_dh_pkey(SSL
 *s, EVP_PKEY *dhpkey);
int SSL_CTX_set0_tmp_dh_pkey(SSL_CTX *ctx, EVP_PKEY *dhpkey);

/*
* The following symbol names are old and obsolete. They are kept
* for compatibility reasons only and should not be used anymore.
*/
# define SSL_CTRL_GET_CURVES           SSL_CTRL_GET_GROUPS
# define SSL_CTRL_SET_CURVES           SSL_CTRL_SET_GROUPS
# define SSL_CTRL_SET_CURVES_LIST      SSL_CTRL_SET_GROUPS_LIST
# define SSL_CTRL_GET_SHARED_CURVE     SSL_CTRL_GET_SHARED_GROUP

# define SSL_get1_curves               SSL_get1_groups
# define SSL_CTX_set1_curves           SSL_CTX_set1_groups
# define SSL_CTX_set1_curves_list      SSL_CTX_set1_groups_list
# define SSL_set1_curves               SSL_set1_groups
# define SSL_set1_curves_list          SSL_set1_groups_list
# define SSL_get_shared_curve          SSL_get_shared_group


# ifndef OPENSSL_NO_DEPRECATED_1_1_0
/* Provide some compatibility macros for removed functionality. */
#  define SSL_CTX_need_tmp_RSA(ctx)
      0
#  define SSL_CTX_set_tmp_rsa(ctx,rsa)            1
#  define SSL_need_tmp_RSA(ssl)                   0
#  define SSL_set_tmp_rsa(ssl,rsa)                1
#  define SSL_CTX_set_ecdh_auto(dummy, onoff)     ((onoff) != 0)
#  define SSL_set_ecdh_auto(dummy, onoff)         ((onoff) != 0)
/*
* We "pretend" to call the callback to avoid warnings about unused static
* functions.
*/
#  define SSL_CTX_set_tmp_rsa_callback(ctx, cb)    while(0) (cb)(NULL, 0, 0)
#  define SSL_set_tmp_rsa_callback(ssl, cb)        while(0) (cb)(NULL, 0, 0)
# endif
__owur const BIO_METHOD *BIO_f_ssl(void);
__owur BIO *BIO_new_ssl(SSL_CTX *ctx, int client);
__owur BIO *BIO_new_ssl_connect(SSL_CTX *ctx);
```

```
__owur BIO *BIO_new_buffer_ssl_connect(SSL_CTX *ctx);
__owur int BIO_ssl_copy_session_id(BIO *to, BIO *from);
void BIO_ssl_shutdown(BIO *ssl_bio);

__owur int SSL_CTX_set_cipher_list(SSL_CTX *, const char *str);
__owur SSL_CTX *SSL_CTX_new(const SSL_METHOD *meth);
__owur SSL_CTX *SSL_CTX_new_ex(OSSL_LIB_CTX
 *libctx, const char *propq,
                               const SSL_METHOD *meth);
int SSL_CTX_up_ref(SSL_CTX *ctx);
void SSL_CTX_free(SSL_CTX *);
__owur long SSL_CTX_set_timeout(SSL_CTX *ctx, long t);
__owur long SSL_CTX_get_timeout(const SSL_CTX *ctx);
__owur X509_STORE *SSL_CTX_get_cert_store(const SSL_CTX *);
void SSL_CTX_set_cert_store(SSL_CTX *, X509_STORE *);
void SSL_CTX_set1_cert_store(SSL_CTX *, X509_STORE *);
__owur int SSL_want(const SSL *s);
__owur int SSL_clear(SSL *s);

void SSL_CTX_flush_sessions(SSL_CTX *ctx, long tm);

__owur const SSL_CIPHER *SSL_get_current_cipher(const SSL *s);
__owur const SSL_CIPHER *SSL_get_pending_cipher(const SSL *s);
__owur int SSL_CIPHER_get_bits(const SSL_CIPHER *c, int *alg_bits);
__owur const char *SSL_CIPHER_get_version(const SSL_CIPHER *c);
__owur const char *SSL_CIPHER_get_name(const SSL_CIPHER *c);
__owur const char *SSL_CIPHER_standard_name(const SSL_CIPHER *c);
__owur const char *OPENSSL_cipher_name(const char *rfc_name);
__owur
 uint32_t SSL_CIPHER_get_id(const SSL_CIPHER *c);
__owur uint16_t SSL_CIPHER_get_protocol_id(const SSL_CIPHER *c);
__owur int SSL_CIPHER_get_kx_nid(const SSL_CIPHER *c);
__owur int SSL_CIPHER_get_auth_nid(const SSL_CIPHER *c);
__owur const EVP_MD *SSL_CIPHER_get_handshake_digest(const SSL_CIPHER *c);
__owur int SSL_CIPHER_is_aead(const SSL_CIPHER *c);

__owur int SSL_get_fd(const SSL *s);
__owur int SSL_get_rfd(const SSL *s);
__owur int SSL_get_wfd(const SSL *s);
__owur const char *SSL_get_cipher_list(const SSL *s, int n);
__owur char *SSL_get_shared_ciphers(const SSL *s, char *buf, int size);
__owur int SSL_get_read_ahead(const SSL *s);
__owur int SSL_pending(const SSL *s);
__owur int SSL_has_pending(const SSL *s);
# ifndef OPENSSL_NO_SOCK
__owur int SSL_set_fd(SSL *s, int fd);
__owur int SSL_set_rfd(SSL *s, int fd);
__owur int SSL_set_wfd(SSL *s, int fd);
```

```
# endif
void SSL_set0_rbio(SSL *s, BIO *rbio);
void SSL_set0_wbio(SSL *s, BIO *wbio);
void SSL_set_bio(SSL *s, BIO *rbio, BIO *wbio);
__owur
 BIO *SSL_get_rbio(const SSL *s);
__owur BIO *SSL_get_wbio(const SSL *s);
__owur int SSL_set_cipher_list(SSL *s, const char *str);
__owur int SSL_CTX_set_ciphersuites(SSL_CTX *ctx, const char *str);
__owur int SSL_set_ciphersuites(SSL *s, const char *str);
void SSL_set_read_ahead(SSL *s, int yes);
__owur int SSL_get_verify_mode(const SSL *s);
__owur int SSL_get_verify_depth(const SSL *s);
__owur SSL_verify_cb SSL_get_verify_callback(const SSL *s);
void SSL_set_verify(SSL *s, int mode, SSL_verify_cb callback);
void SSL_set_verify_depth(SSL *s, int depth);
void SSL_set_cert_cb(SSL *s, int (*cb) (SSL *ssl, void *arg), void *arg);
# ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 __owur int SSL_use_RSAPrivateKey(SSL *ssl, RSA *rsa);
OSSL_DEPRECATEDIN_3_0
__owur int SSL_use_RSAPrivateKey_ASN1(SSL *ssl,
                                      const unsigned char *d, long len);
# endif
__owur int SSL_use_PrivateKey(SSL *ssl, EVP_PKEY *pkey);
__owur int SSL_use_PrivateKey_ASN1(int
 pk, SSL *ssl, const unsigned char *d,
                                    long len);
__owur int SSL_use_certificate(SSL *ssl, X509 *x);
__owur int SSL_use_certificate_ASN1(SSL *ssl, const unsigned char *d, int len);
__owur int SSL_use_cert_and_key(SSL *ssl, X509 *x509, EVP_PKEY *privatekey,
                                STACK_OF(X509) *chain, int override);


/* serverinfo file format versions */
# define SSL_SERVERINFOV1   1
# define SSL_SERVERINFOV2   2

/* Set serverinfo data for the current active cert. */
__owur int SSL_CTX_use_serverinfo(SSL_CTX *ctx, const unsigned char *serverinfo,
                                  size_t serverinfo_length);
__owur int SSL_CTX_use_serverinfo_ex(SSL_CTX *ctx, unsigned int version,
                                     const unsigned char *serverinfo,
                                     size_t serverinfo_length);
__owur int SSL_CTX_use_serverinfo_file(SSL_CTX *ctx, const char *file);

#ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0
__owur
```

```
 int SSL_use_RSAPrivateKey_file(SSL *ssl, const char *file, int type);
#endif

__owur int SSL_use_PrivateKey_file(SSL *ssl, const char *file, int type);
__owur int SSL_use_certificate_file(SSL *ssl, const char *file, int type);

#ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0
__owur int SSL_CTX_use_RSAPrivateKey_file(SSL_CTX *ctx, const char *file,
                                          int type);
#endif
__owur int SSL_CTX_use_PrivateKey_file(SSL_CTX *ctx, const char *file,
                                       int type);
__owur int SSL_CTX_use_certificate_file(SSL_CTX *ctx, const char *file,
                                        int type);
/* PEM type */
__owur int SSL_CTX_use_certificate_chain_file(SSL_CTX *ctx, const char *file);
__owur int SSL_use_certificate_chain_file(SSL *ssl, const char *file);
__owur STACK_OF(X509_NAME) *SSL_load_client_CA_file(const char *file);
__owur STACK_OF(X509_NAME)
*SSL_load_client_CA_file_ex(const char *file, OSSL_LIB_CTX *libctx,
                            const char *propq);
__owur int SSL_add_file_cert_subjects_to_stack(STACK_OF(X509_NAME) *stackCAs,
                                               const char *file);
int SSL_add_dir_cert_subjects_to_stack(STACK_OF(X509_NAME) *stackCAs,
                                       const char *dir);
int SSL_add_store_cert_subjects_to_stack(STACK_OF(X509_NAME) *stackCAs,
                                         const char *uri);

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define SSL_load_error_strings() \
   OPENSSL_init_ssl(OPENSSL_INIT_LOAD_SSL_STRINGS \
                    | OPENSSL_INIT_LOAD_CRYPTO_STRINGS, NULL)
# endif

__owur const char *SSL_state_string(const SSL *s);
__owur const char *SSL_rstate_string(const SSL *s);
__owur const char *SSL_state_string_long(const SSL *s);
__owur const char *SSL_rstate_string_long(const SSL *s);
__owur long SSL_SESSION_get_time(const SSL_SESSION *s);
__owur long SSL_SESSION_set_time(SSL_SESSION *s, long t);
__owur long SSL_SESSION_get_timeout(const
 SSL_SESSION *s);
__owur long SSL_SESSION_set_timeout(SSL_SESSION *s, long t);
__owur int SSL_SESSION_get_protocol_version(const SSL_SESSION *s);
__owur int SSL_SESSION_set_protocol_version(SSL_SESSION *s, int version);

__owur const char *SSL_SESSION_get0_hostname(const SSL_SESSION *s);
```

```
__owur int SSL_SESSION_set1_hostname(SSL_SESSION *s, const char *hostname);
void SSL_SESSION_get0_alpn_selected(const SSL_SESSION *s,
                                    const unsigned char **alpn,
                                    size_t *len);
__owur int SSL_SESSION_set1_alpn_selected(SSL_SESSION *s,
                                          const unsigned char *alpn,
                                          size_t len);
__owur const SSL_CIPHER *SSL_SESSION_get0_cipher(const SSL_SESSION *s);
__owur int SSL_SESSION_set_cipher(SSL_SESSION *s, const SSL_CIPHER *cipher);
__owur int SSL_SESSION_has_ticket(const SSL_SESSION *s);
__owur unsigned long SSL_SESSION_get_ticket_lifetime_hint(const
 SSL_SESSION *s);
void SSL_SESSION_get0_ticket(const SSL_SESSION *s, const unsigned char **tick,
                             size_t *len);
__owur uint32_t SSL_SESSION_get_max_early_data(const SSL_SESSION *s);
__owur int SSL_SESSION_set_max_early_data(SSL_SESSION *s,
                                          uint32_t max_early_data);
__owur int SSL_copy_session_id(SSL *to, const SSL *from);
__owur X509 *SSL_SESSION_get0_peer(SSL_SESSION *s);
__owur int SSL_SESSION_set1_id_context(SSL_SESSION *s,
                                       const unsigned char *sid_ctx,
                                       unsigned int sid_ctx_len);
__owur int SSL_SESSION_set1_id(SSL_SESSION *s, const unsigned char *sid,
                               unsigned int sid_len);
__owur int SSL_SESSION_is_resumable(const SSL_SESSION *s);

__owur SSL_SESSION *SSL_SESSION_new(void);
__owur SSL_SESSION *SSL_SESSION_dup(const SSL_SESSION *src);
const unsigned char *SSL_SESSION_get_id(const SSL_SESSION *s,

                                        unsigned int *len);
const unsigned char *SSL_SESSION_get0_id_context(const SSL_SESSION *s,
                                                 unsigned int *len);
__owur unsigned int SSL_SESSION_get_compress_id(const SSL_SESSION *s);
# ifndef OPENSSL_NO_STDIO
int SSL_SESSION_print_fp(FILE *fp, const SSL_SESSION *ses);
# endif
int SSL_SESSION_print(BIO *fp, const SSL_SESSION *ses);
int SSL_SESSION_print_keylog(BIO *bp, const SSL_SESSION *x);
int SSL_SESSION_up_ref(SSL_SESSION *ses);
void SSL_SESSION_free(SSL_SESSION *ses);
__owur int i2d_SSL_SESSION(const SSL_SESSION *in, unsigned char **pp);
__owur int SSL_set_session(SSL *to, SSL_SESSION *session);
int SSL_CTX_add_session(SSL_CTX *ctx, SSL_SESSION *session);
int SSL_CTX_remove_session(SSL_CTX *ctx, SSL_SESSION *session);
__owur int SSL_CTX_set_generate_session_id(SSL_CTX *ctx, GEN_SESSION_CB cb);
__owur int SSL_set_generate_session_id(SSL *s, GEN_SESSION_CB cb);
__owur int SSL_has_matching_session_id(const
```

```
 SSL *s,
                                const unsigned char *id,
                                unsigned int id_len);
SSL_SESSION *d2i_SSL_SESSION(SSL_SESSION **a, const unsigned char **pp,
                             long length);

# ifdef OPENSSL_X509_H
__owur X509 *SSL_get0_peer_certificate(const SSL *s);
__owur X509 *SSL_get1_peer_certificate(const SSL *s);
/* Deprecated in 3.0.0 */
#  ifndef OPENSSL_NO_DEPRECATED_3_0
#   define SSL_get_peer_certificate SSL_get1_peer_certificate
#  endif
# endif

__owur STACK_OF(X509) *SSL_get_peer_cert_chain(const SSL *s);

__owur int SSL_CTX_get_verify_mode(const SSL_CTX *ctx);
__owur int SSL_CTX_get_verify_depth(const SSL_CTX *ctx);
__owur SSL_verify_cb SSL_CTX_get_verify_callback(const SSL_CTX *ctx);
void SSL_CTX_set_verify(SSL_CTX *ctx, int mode, SSL_verify_cb callback);
void SSL_CTX_set_verify_depth(SSL_CTX *ctx, int depth);
void SSL_CTX_set_cert_verify_callback(SSL_CTX *ctx,
                                      int (*cb)
 (X509_STORE_CTX *, void *),
                                      void *arg);
void SSL_CTX_set_cert_cb(SSL_CTX *c, int (*cb) (SSL *ssl, void *arg),
                         void *arg);
# ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0
__owur int SSL_CTX_use_RSAPrivateKey(SSL_CTX *ctx, RSA *rsa);
OSSL_DEPRECATEDIN_3_0
__owur int SSL_CTX_use_RSAPrivateKey_ASN1(SSL_CTX *ctx, const unsigned char *d,
                                          long len);
# endif
__owur int SSL_CTX_use_PrivateKey(SSL_CTX *ctx, EVP_PKEY *pkey);
__owur int SSL_CTX_use_PrivateKey_ASN1(int pk, SSL_CTX *ctx,
                                       const unsigned char *d, long len);
__owur int SSL_CTX_use_certificate(SSL_CTX *ctx, X509 *x);
__owur int SSL_CTX_use_certificate_ASN1(SSL_CTX *ctx, int len,
                                        const unsigned char *d);
__owur int SSL_CTX_use_cert_and_key(SSL_CTX *ctx, X509 *x509, EVP_PKEY *privatekey,
                                    STACK_OF(X509) *chain,
 int override);

void SSL_CTX_set_default_passwd_cb(SSL_CTX *ctx, pem_password_cb *cb);
void SSL_CTX_set_default_passwd_cb_userdata(SSL_CTX *ctx, void *u);
pem_password_cb *SSL_CTX_get_default_passwd_cb(SSL_CTX *ctx);
```

```
void *SSL_CTX_get_default_passwd_cb_userdata(SSL_CTX *ctx);
void SSL_set_default_passwd_cb(SSL *s, pem_password_cb *cb);
void SSL_set_default_passwd_cb_userdata(SSL *s, void *u);
pem_password_cb *SSL_get_default_passwd_cb(SSL *s);
void *SSL_get_default_passwd_cb_userdata(SSL *s);

__owur int SSL_CTX_check_private_key(const SSL_CTX *ctx);
__owur int SSL_check_private_key(const SSL *ctx);

__owur int SSL_CTX_set_session_id_context(SSL_CTX *ctx,
                                          const unsigned char *sid_ctx,
                                          unsigned int sid_ctx_len);

SSL *SSL_new(SSL_CTX *ctx);
int SSL_up_ref(SSL *s);
int SSL_is_dtls(const SSL *s);
__owur int SSL_set_session_id_context(SSL *ssl, const unsigned char *sid_ctx,

     unsigned int sid_ctx_len);

__owur int SSL_CTX_set_purpose(SSL_CTX *ctx, int purpose);
__owur int SSL_set_purpose(SSL *ssl, int purpose);
__owur int SSL_CTX_set_trust(SSL_CTX *ctx, int trust);
__owur int SSL_set_trust(SSL *ssl, int trust);

__owur int SSL_set1_host(SSL *s, const char *hostname);
__owur int SSL_add1_host(SSL *s, const char *hostname);
__owur const char *SSL_get0_peername(SSL *s);
void SSL_set_hostflags(SSL *s, unsigned int flags);

__owur int SSL_CTX_dane_enable(SSL_CTX *ctx);
__owur int SSL_CTX_dane_mtype_set(SSL_CTX *ctx, const EVP_MD *md,
                                  uint8_t mtype, uint8_t ord);
__owur int SSL_dane_enable(SSL *s, const char *basedomain);
__owur int SSL_dane_tlsa_add(SSL *s, uint8_t usage, uint8_t selector,
                             uint8_t mtype, const unsigned char *data, size_t dlen);
__owur int SSL_get0_dane_authority(SSL *s, X509 **mcert, EVP_PKEY **mspki);
__owur int SSL_get0_dane_tlsa(SSL *s, uint8_t *usage, uint8_t *selector,

                              uint8_t *mtype, const unsigned char **data,
                               size_t *dlen);
/*
* Bridge opacity barrier between libcrypt and libssl, also needed to support
* offline testing in test/danetest.c
*/
SSL_DANE *SSL_get0_dane(SSL *ssl);
/*
* DANE flags
```

```
*/
unsigned long SSL_CTX_dane_set_flags(SSL_CTX *ctx, unsigned long flags);
unsigned long SSL_CTX_dane_clear_flags(SSL_CTX *ctx, unsigned long flags);
unsigned long SSL_dane_set_flags(SSL *ssl, unsigned long flags);
unsigned long SSL_dane_clear_flags(SSL *ssl, unsigned long flags);

__owur int SSL_CTX_set1_param(SSL_CTX *ctx, X509_VERIFY_PARAM *vpm);
__owur int SSL_set1_param(SSL *ssl, X509_VERIFY_PARAM *vpm);

__owur X509_VERIFY_PARAM *SSL_CTX_get0_param(SSL_CTX *ctx);
__owur X509_VERIFY_PARAM *SSL_get0_param(SSL *ssl);

# ifndef OPENSSL_NO_SRP
#  ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 int SSL_CTX_set_srp_username(SSL_CTX *ctx, char *name);
OSSL_DEPRECATEDIN_3_0 int SSL_CTX_set_srp_password(SSL_CTX
 *ctx, char *password);
OSSL_DEPRECATEDIN_3_0 int SSL_CTX_set_srp_strength(SSL_CTX *ctx, int strength);
OSSL_DEPRECATEDIN_3_0
int SSL_CTX_set_srp_client_pwd_callback(SSL_CTX *ctx,
                                char *(*cb) (SSL *, void *));
OSSL_DEPRECATEDIN_3_0
int SSL_CTX_set_srp_verify_param_callback(SSL_CTX *ctx,
                                  int (*cb) (SSL *, void *));
OSSL_DEPRECATEDIN_3_0
int SSL_CTX_set_srp_username_callback(SSL_CTX *ctx,
                               int (*cb) (SSL *, int *, void *));
OSSL_DEPRECATEDIN_3_0 int SSL_CTX_set_srp_cb_arg(SSL_CTX *ctx, void *arg);

OSSL_DEPRECATEDIN_3_0
int SSL_set_srp_server_param(SSL *s, const BIGNUM *N, const BIGNUM *g,
                         BIGNUM *sa, BIGNUM *v, char *info);
OSSL_DEPRECATEDIN_3_0
int SSL_set_srp_server_param_pw(SSL *s, const char *user, const char *pass,
                            const char *grp);

OSSL_DEPRECATEDIN_3_0 __owur BIGNUM *SSL_get_srp_g(SSL *s);
OSSL_DEPRECATEDIN_3_0
 __owur BIGNUM *SSL_get_srp_N(SSL *s);

OSSL_DEPRECATEDIN_3_0 __owur char *SSL_get_srp_username(SSL *s);
OSSL_DEPRECATEDIN_3_0 __owur char *SSL_get_srp_userinfo(SSL *s);
#  endif
# endif

/*
* ClientHello callback and helpers.
*/
```

```
# define SSL_CLIENT_HELLO_SUCCESS 1
# define SSL_CLIENT_HELLO_ERROR   0
# define SSL_CLIENT_HELLO_RETRY   (-1)

typedef int (*SSL_client_hello_cb_fn) (SSL *s, int *al, void *arg);
void SSL_CTX_set_client_hello_cb(SSL_CTX *c, SSL_client_hello_cb_fn cb,
                                 void *arg);
int SSL_client_hello_isv2(SSL *s);
unsigned int SSL_client_hello_get0_legacy_version(SSL *s);
size_t SSL_client_hello_get0_random(SSL *s, const unsigned char **out);
size_t SSL_client_hello_get0_session_id(SSL *s, const unsigned char **out);
size_t SSL_client_hello_get0_ciphers(SSL *s, const unsigned char **out);
size_t SSL_client_hello_get0_compression_methods(SSL *s,
                                                 const unsigned char **out);
int
 SSL_client_hello_get1_extensions_present(SSL *s, int **out, size_t *outlen);
int SSL_client_hello_get0_ext(SSL *s, unsigned int type,
                              const unsigned char **out, size_t *outlen);

void SSL_certs_clear(SSL *s);
void SSL_free(SSL *ssl);
# ifdef OSSL_ASYNC_FD
/*
* Windows application developer has to include windows.h to use these.
*/
__owur int SSL_waiting_for_async(SSL *s);
__owur int SSL_get_all_async_fds(SSL *s, OSSL_ASYNC_FD *fds, size_t *numfds);
__owur int SSL_get_changed_async_fds(SSL *s, OSSL_ASYNC_FD *addfd,
                                     size_t *numaddfds, OSSL_ASYNC_FD *delfd,
                                     size_t *numdelfds);
__owur int SSL_CTX_set_async_callback(SSL_CTX *ctx, SSL_async_callback_fn callback);
__owur int SSL_CTX_set_async_callback_arg(SSL_CTX *ctx, void *arg);
__owur int SSL_set_async_callback(SSL *s, SSL_async_callback_fn callback);
__owur int SSL_set_async_callback_arg(SSL *s, void *arg);
__owur int SSL_get_async_status(SSL
 *s, int *status);

# endif
__owur int SSL_accept(SSL *ssl);
__owur int SSL_stateless(SSL *s);
__owur int SSL_connect(SSL *ssl);
__owur int SSL_read(SSL *ssl, void *buf, int num);
__owur int SSL_read_ex(SSL *ssl, void *buf, size_t num, size_t *readbytes);

# define SSL_READ_EARLY_DATA_ERROR   0
# define SSL_READ_EARLY_DATA_SUCCESS 1
# define SSL_READ_EARLY_DATA_FINISH  2
```

```
__owur int SSL_read_early_data(SSL *s, void *buf, size_t num,
                               size_t *readbytes);
__owur int SSL_peek(SSL *ssl, void *buf, int num);
__owur int SSL_peek_ex(SSL *ssl, void *buf, size_t num, size_t *readbytes);
__owur ossl_ssize_t SSL_sendfile(SSL *s, int fd, off_t offset, size_t size,
                                 int flags);
__owur int SSL_write(SSL *ssl, const void *buf, int num);
__owur int SSL_write_ex(SSL *s, const void *buf, size_t num, size_t *written);
__owur int SSL_write_early_data(SSL *s, const void *buf, size_t num,
                                size_t *written);
long
 SSL_ctrl(SSL *ssl, int cmd, long larg, void *parg);
long SSL_callback_ctrl(SSL *, int, void (*)(void));
long SSL_CTX_ctrl(SSL_CTX *ctx, int cmd, long larg, void *parg);
long SSL_CTX_callback_ctrl(SSL_CTX *, int, void (*)(void));

# define SSL_EARLY_DATA_NOT_SENT    0
# define SSL_EARLY_DATA_REJECTED    1
# define SSL_EARLY_DATA_ACCEPTED    2

__owur int SSL_get_early_data_status(const SSL *s);

__owur int SSL_get_error(const SSL *s, int ret_code);
__owur const char *SSL_get_version(const SSL *s);

/* This sets the 'default' SSL version that SSL_new() will create */
# ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0
__owur int SSL_CTX_set_ssl_version(SSL_CTX *ctx, const SSL_METHOD *meth);
# endif

# ifndef OPENSSL_NO_SSL3_METHOD
#  ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *SSLv3_method(void); /* SSLv3 */
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *SSLv3_server_method(void);
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *SSLv3_client_method(void);
#
  endif
# endif

#define SSLv23_method           TLS_method
#define SSLv23_server_method    TLS_server_method
#define SSLv23_client_method    TLS_client_method

/* Negotiate highest available SSL/TLS version */
__owur const SSL_METHOD *TLS_method(void);
__owur const SSL_METHOD *TLS_server_method(void);
```

```
__owur const SSL_METHOD *TLS_client_method(void);

# ifndef OPENSSL_NO_TLS1_METHOD
#  ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *TLSv1_method(void); /* TLSv1.0 */
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *TLSv1_server_method(void);
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *TLSv1_client_method(void);
#  endif
# endif

# ifndef OPENSSL_NO_TLS1_1_METHOD
#  ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *TLSv1_1_method(void); /* TLSv1.1 */
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *TLSv1_1_server_method(void);
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *TLSv1_1_client_method(void);
#
 endif
# endif

# ifndef OPENSSL_NO_TLS1_2_METHOD
#  ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *TLSv1_2_method(void); /* TLSv1.2 */
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *TLSv1_2_server_method(void);
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *TLSv1_2_client_method(void);
#  endif
# endif

# ifndef OPENSSL_NO_DTLS1_METHOD
#  ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *DTLSv1_method(void); /* DTLSv1.0 */
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *DTLSv1_server_method(void);
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *DTLSv1_client_method(void);
#  endif
# endif

# ifndef OPENSSL_NO_DTLS1_2_METHOD
/* DTLSv1.2 */
#  ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *DTLSv1_2_method(void);
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *DTLSv1_2_server_method(void);
OSSL_DEPRECATEDIN_1_1_0 __owur const SSL_METHOD *DTLSv1_2_client_method(void);
#
 endif
# endif

__owur const SSL_METHOD *DTLS_method(void); /* DTLS 1.0 and 1.2 */
__owur const SSL_METHOD *DTLS_server_method(void); /* DTLS 1.0 and 1.2 */
__owur const SSL_METHOD *DTLS_client_method(void); /* DTLS 1.0 and 1.2 */
```

```
__owur size_t DTLS_get_data_mtu(const SSL *s);

__owur STACK_OF(SSL_CIPHER) *SSL_get_ciphers(const SSL *s);
__owur STACK_OF(SSL_CIPHER) *SSL_CTX_get_ciphers(const SSL_CTX *ctx);
__owur STACK_OF(SSL_CIPHER) *SSL_get_client_ciphers(const SSL *s);
__owur STACK_OF(SSL_CIPHER) *SSL_get1_supported_ciphers(SSL *s);

__owur int SSL_do_handshake(SSL *s);
int SSL_key_update(SSL *s, int updatetype);
int SSL_get_key_update_type(const SSL *s);
int SSL_renegotiate(SSL *s);
int SSL_renegotiate_abbreviated(SSL *s);
__owur int SSL_renegotiate_pending(const SSL *s);
int SSL_new_session_ticket(SSL *s);
int SSL_shutdown(SSL *s);
__owur int SSL_verify_client_post_handshake(SSL *s);
void SSL_CTX_set_post_handshake_auth(SSL_CTX *ctx, int val);
void SSL_set_post_handshake_auth(SSL
 *s, int val);

__owur const SSL_METHOD *SSL_CTX_get_ssl_method(const SSL_CTX *ctx);
__owur const SSL_METHOD *SSL_get_ssl_method(const SSL *s);
__owur int SSL_set_ssl_method(SSL *s, const SSL_METHOD *method);
__owur const char *SSL_alert_type_string_long(int value);
__owur const char *SSL_alert_type_string(int value);
__owur const char *SSL_alert_desc_string_long(int value);
__owur const char *SSL_alert_desc_string(int value);

void SSL_set0_CA_list(SSL *s, STACK_OF(X509_NAME) *name_list);
void SSL_CTX_set0_CA_list(SSL_CTX *ctx, STACK_OF(X509_NAME) *name_list);
__owur const STACK_OF(X509_NAME) *SSL_get0_CA_list(const SSL *s);
__owur const STACK_OF(X509_NAME) *SSL_CTX_get0_CA_list(const SSL_CTX *ctx);
__owur int SSL_add1_to_CA_list(SSL *ssl, const X509 *x);
__owur int SSL_CTX_add1_to_CA_list(SSL_CTX *ctx, const X509 *x);
__owur const STACK_OF(X509_NAME) *SSL_get0_peer_CA_list(const SSL *s);

void SSL_set_client_CA_list(SSL *s, STACK_OF(X509_NAME) *name_list);
void SSL_CTX_set_client_CA_list(SSL_CTX
 *ctx, STACK_OF(X509_NAME) *name_list);
__owur STACK_OF(X509_NAME) *SSL_get_client_CA_list(const SSL *s);
__owur STACK_OF(X509_NAME) *SSL_CTX_get_client_CA_list(const SSL_CTX *s);
__owur int SSL_add_client_CA(SSL *ssl, X509 *x);
__owur int SSL_CTX_add_client_CA(SSL_CTX *ctx, X509 *x);

void SSL_set_connect_state(SSL *s);
void SSL_set_accept_state(SSL *s);
```

```
__owur long SSL_get_default_timeout(const SSL *s);

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define SSL_library_init() OPENSSL_init_ssl(0, NULL)
# endif

__owur char *SSL_CIPHER_description(const SSL_CIPHER *, char *buf, int size);
__owur STACK_OF(X509_NAME) *SSL_dup_CA_list(const STACK_OF(X509_NAME) *sk);

__owur SSL *SSL_dup(SSL *ssl);

__owur X509 *SSL_get_certificate(const SSL *ssl);
/*
* EVP_PKEY
*/
struct evp_pkey_st *SSL_get_privatekey(const SSL *ssl);

__owur X509 *SSL_CTX_get0_certificate(const SSL_CTX *ctx);
__owur EVP_PKEY *SSL_CTX_get0_privatekey(const SSL_CTX *ctx);

void SSL_CTX_set_quiet_shutdown(SSL_CTX
 *ctx, int mode);
__owur int SSL_CTX_get_quiet_shutdown(const SSL_CTX *ctx);
void SSL_set_quiet_shutdown(SSL *ssl, int mode);
__owur int SSL_get_quiet_shutdown(const SSL *ssl);
void SSL_set_shutdown(SSL *ssl, int mode);
__owur int SSL_get_shutdown(const SSL *ssl);
__owur int SSL_version(const SSL *ssl);
__owur int SSL_client_version(const SSL *s);
__owur int SSL_CTX_set_default_verify_paths(SSL_CTX *ctx);
__owur int SSL_CTX_set_default_verify_dir(SSL_CTX *ctx);
__owur int SSL_CTX_set_default_verify_file(SSL_CTX *ctx);
__owur int SSL_CTX_set_default_verify_store(SSL_CTX *ctx);
__owur int SSL_CTX_load_verify_file(SSL_CTX *ctx, const char *CAfile);
__owur int SSL_CTX_load_verify_dir(SSL_CTX *ctx, const char *CApath);
__owur int SSL_CTX_load_verify_store(SSL_CTX *ctx, const char *CAstore);
__owur int SSL_CTX_load_verify_locations(SSL_CTX *ctx,
                                         const char *CAfile,
                                         const
 char *CApath);
# define SSL_get0_session SSL_get_session/* just peek at pointer */
__owur SSL_SESSION *SSL_get_session(const SSL *ssl);
__owur SSL_SESSION *SSL_get1_session(SSL *ssl); /* obtain a reference count */
__owur SSL_CTX *SSL_get_SSL_CTX(const SSL *ssl);
SSL_CTX *SSL_set_SSL_CTX(SSL *ssl, SSL_CTX *ctx);
void SSL_set_info_callback(SSL *ssl,
                           void (*cb) (const SSL *ssl, int type, int val));
void (*SSL_get_info_callback(const SSL *ssl)) (const SSL *ssl, int type,
```

```
                                    int val);
__owur OSSL_HANDSHAKE_STATE SSL_get_state(const SSL *ssl);

void SSL_set_verify_result(SSL *ssl, long v);
__owur long SSL_get_verify_result(const SSL *ssl);
__owur STACK_OF(X509) *SSL_get0_verified_chain(const SSL *s);

__owur size_t SSL_get_client_random(const SSL *ssl, unsigned char *out,
                                    size_t outlen);
__owur size_t SSL_get_server_random(const SSL *ssl, unsigned char *out,

           size_t outlen);
__owur size_t SSL_SESSION_get_master_key(const SSL_SESSION *sess,
                                         unsigned char *out, size_t outlen);
__owur int SSL_SESSION_set1_master_key(SSL_SESSION *sess,
                                       const unsigned char *in, size_t len);
uint8_t SSL_SESSION_get_max_fragment_length(const SSL_SESSION *sess);

#define SSL_get_ex_new_index(l, p, newf, dupf, freef) \
  CRYPTO_get_ex_new_index(CRYPTO_EX_INDEX_SSL, l, p, newf, dupf, freef)
__owur int SSL_set_ex_data(SSL *ssl, int idx, void *data);
void *SSL_get_ex_data(const SSL *ssl, int idx);
#define SSL_SESSION_get_ex_new_index(l, p, newf, dupf, freef) \
  CRYPTO_get_ex_new_index(CRYPTO_EX_INDEX_SSL_SESSION, l, p, newf, dupf, freef)
__owur int SSL_SESSION_set_ex_data(SSL_SESSION *ss, int idx, void *data);
void *SSL_SESSION_get_ex_data(const SSL_SESSION *ss, int idx);
#define SSL_CTX_get_ex_new_index(l, p, newf, dupf, freef) \
  CRYPTO_get_ex_new_index(CRYPTO_EX_INDEX_SSL_CTX,
 l, p, newf, dupf, freef)
__owur int SSL_CTX_set_ex_data(SSL_CTX *ssl, int idx, void *data);
void *SSL_CTX_get_ex_data(const SSL_CTX *ssl, int idx);

__owur int SSL_get_ex_data_X509_STORE_CTX_idx(void);

# define SSL_CTX_sess_set_cache_size(ctx,t) \
      SSL_CTX_ctrl(ctx,SSL_CTRL_SET_SESS_CACHE_SIZE,t,NULL)
# define SSL_CTX_sess_get_cache_size(ctx) \
      SSL_CTX_ctrl(ctx,SSL_CTRL_GET_SESS_CACHE_SIZE,0,NULL)
# define SSL_CTX_set_session_cache_mode(ctx,m) \
      SSL_CTX_ctrl(ctx,SSL_CTRL_SET_SESS_CACHE_MODE,m,NULL)
# define SSL_CTX_get_session_cache_mode(ctx) \
      SSL_CTX_ctrl(ctx,SSL_CTRL_GET_SESS_CACHE_MODE,0,NULL)

# define SSL_CTX_get_default_read_ahead(ctx) SSL_CTX_get_read_ahead(ctx)
# define SSL_CTX_set_default_read_ahead(ctx,m) SSL_CTX_set_read_ahead(ctx,m)
# define SSL_CTX_get_read_ahead(ctx) \
      SSL_CTX_ctrl(ctx,SSL_CTRL_GET_READ_AHEAD,0,NULL)
# define SSL_CTX_set_read_ahead(ctx,m) \
```

```
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_READ_AHEAD,m,NULL)
# define
 SSL_CTX_get_max_cert_list(ctx) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_GET_MAX_CERT_LIST,0,NULL)
# define SSL_CTX_set_max_cert_list(ctx,m) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_MAX_CERT_LIST,m,NULL)
# define SSL_get_max_cert_list(ssl) \
     SSL_ctrl(ssl,SSL_CTRL_GET_MAX_CERT_LIST,0,NULL)
# define SSL_set_max_cert_list(ssl,m) \
     SSL_ctrl(ssl,SSL_CTRL_SET_MAX_CERT_LIST,m,NULL)

# define SSL_CTX_set_max_send_fragment(ctx,m) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_MAX_SEND_FRAGMENT,m,NULL)
# define SSL_set_max_send_fragment(ssl,m) \
     SSL_ctrl(ssl,SSL_CTRL_SET_MAX_SEND_FRAGMENT,m,NULL)
# define SSL_CTX_set_split_send_fragment(ctx,m) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_SPLIT_SEND_FRAGMENT,m,NULL)
# define SSL_set_split_send_fragment(ssl,m) \
     SSL_ctrl(ssl,SSL_CTRL_SET_SPLIT_SEND_FRAGMENT,m,NULL)
# define SSL_CTX_set_max_pipelines(ctx,m) \
     SSL_CTX_ctrl(ctx,SSL_CTRL_SET_MAX_PIPELINES,m,NULL)
# define SSL_set_max_pipelines(ssl,m) \
     SSL_ctrl(ssl,SSL_CTRL_SET_MAX_PIPELINES,m,NULL)
#
 define SSL_set_retry_verify(ssl) \
     (SSL_ctrl(ssl,SSL_CTRL_SET_RETRY_VERIFY,0,NULL) > 0)

void SSL_CTX_set_default_read_buffer_len(SSL_CTX *ctx, size_t len);
void SSL_set_default_read_buffer_len(SSL *s, size_t len);

# ifndef OPENSSL_NO_DH
#  ifndef OPENSSL_NO_DEPRECATED_3_0
/* NB: the |keylength| is only applicable when is_export is true */
OSSL_DEPRECATEDIN_3_0
void SSL_CTX_set_tmp_dh_callback(SSL_CTX *ctx,
                         DH *(*dh) (SSL *ssl, int is_export,
                                    int keylength));
OSSL_DEPRECATEDIN_3_0
void SSL_set_tmp_dh_callback(SSL *ssl,
                       DH *(*dh) (SSL *ssl, int is_export,
                                  int keylength));
#  endif
# endif

__owur const COMP_METHOD *SSL_get_current_compression(const SSL *s);
__owur const COMP_METHOD *SSL_get_current_expansion(const SSL *s);
__owur const char *SSL_COMP_get_name(const COMP_METHOD *comp);
__owur const char *SSL_COMP_get0_name(const
```

```
 SSL_COMP *comp);
__owur int SSL_COMP_get_id(const SSL_COMP *comp);
STACK_OF(SSL_COMP) *SSL_COMP_get_compression_methods(void);
__owur STACK_OF(SSL_COMP) *SSL_COMP_set0_compression_methods(STACK_OF(SSL_COMP)
                                          *meths);
# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define SSL_COMP_free_compression_methods() while(0) continue
# endif
__owur int SSL_COMP_add_compression_method(int id, COMP_METHOD *cm);

const SSL_CIPHER *SSL_CIPHER_find(SSL *ssl, const unsigned char *ptr);
int SSL_CIPHER_get_cipher_nid(const SSL_CIPHER *c);
int SSL_CIPHER_get_digest_nid(const SSL_CIPHER *c);
int SSL_bytes_to_cipher_list(SSL *s, const unsigned char *bytes, size_t len,
                             int isv2format, STACK_OF(SSL_CIPHER) **sk,
                             STACK_OF(SSL_CIPHER) **scsvs);

/* TLS extensions functions */
__owur int SSL_set_session_ticket_ext(SSL *s, void *ext_data, int ext_len);

__owur int SSL_set_session_ticket_ext_cb(SSL
 *s,
                                         tls_session_ticket_ext_cb_fn cb,
                                         void *arg);

/* Pre-shared secret session resumption functions */
__owur int SSL_set_session_secret_cb(SSL *s,
                                     tls_session_secret_cb_fn session_secret_cb,
                                     void *arg);

void SSL_CTX_set_not_resumable_session_callback(SSL_CTX *ctx,
                                                int (*cb) (SSL *ssl,
                                                           int
                                                           is_forward_secure));

void SSL_set_not_resumable_session_callback(SSL *ssl,
                                            int (*cb) (SSL *ssl,
                                                       int is_forward_secure));

void SSL_CTX_set_record_padding_callback(SSL_CTX *ctx,
                                         size_t (*cb) (SSL *ssl, int type,

                                                       size_t len, void *arg));
void SSL_CTX_set_record_padding_callback_arg(SSL_CTX *ctx, void *arg);
void *SSL_CTX_get_record_padding_callback_arg(const SSL_CTX *ctx);
int SSL_CTX_set_block_padding(SSL_CTX *ctx, size_t block_size);

int SSL_set_record_padding_callback(SSL *ssl,
```

```
                                size_t (*cb) (SSL *ssl, int type,
                                              size_t len, void *arg));
void SSL_set_record_padding_callback_arg(SSL *ssl, void *arg);
void *SSL_get_record_padding_callback_arg(const SSL *ssl);
int SSL_set_block_padding(SSL *ssl, size_t block_size);

int SSL_set_num_tickets(SSL *s, size_t num_tickets);
size_t SSL_get_num_tickets(const SSL *s);
int SSL_CTX_set_num_tickets(SSL_CTX *ctx, size_t num_tickets);
size_t SSL_CTX_get_num_tickets(const SSL_CTX *ctx);

# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define SSL_cache_hit(s) SSL_session_reused(s)
# endif

__owur int SSL_session_reused(const SSL *s);
__owur int
 SSL_is_server(const SSL *s);

__owur __owur SSL_CONF_CTX *SSL_CONF_CTX_new(void);
int SSL_CONF_CTX_finish(SSL_CONF_CTX *cctx);
void SSL_CONF_CTX_free(SSL_CONF_CTX *cctx);
unsigned int SSL_CONF_CTX_set_flags(SSL_CONF_CTX *cctx, unsigned int flags);
__owur unsigned int SSL_CONF_CTX_clear_flags(SSL_CONF_CTX *cctx,
                                             unsigned int flags);
__owur int SSL_CONF_CTX_set1_prefix(SSL_CONF_CTX *cctx, const char *pre);

void SSL_CONF_CTX_set_ssl(SSL_CONF_CTX *cctx, SSL *ssl);
void SSL_CONF_CTX_set_ssl_ctx(SSL_CONF_CTX *cctx, SSL_CTX *ctx);

__owur int SSL_CONF_cmd(SSL_CONF_CTX *cctx, const char *cmd, const char *value);
__owur int SSL_CONF_cmd_argv(SSL_CONF_CTX *cctx, int *pargc, char ***pargv);
__owur int SSL_CONF_cmd_value_type(SSL_CONF_CTX *cctx, const char *cmd);

void SSL_add_ssl_module(void);
int SSL_config(SSL *s, const char *name);
int SSL_CTX_config(SSL_CTX *ctx, const char *name);

# ifndef OPENSSL_NO_SSL_TRACE
void SSL_trace(int write_p, int version,
 int content_type,
               const void *buf, size_t len, SSL *ssl, void *arg);
# endif

# ifndef OPENSSL_NO_SOCK
int DTLSv1_listen(SSL *s, BIO_ADDR *client);
# endif
```

```
# ifndef OPENSSL_NO_CT

/*
* A callback for verifying that the received SCTs are sufficient.
* Expected to return 1 if they are sufficient, otherwise 0.
* May return a negative integer if an error occurs.
* A connection should be aborted if the SCTs are deemed insufficient.
*/
typedef int (*ssl_ct_validation_cb)(const CT_POLICY_EVAL_CTX *ctx,
                                    const STACK_OF(SCT) *scts, void *arg);

/*
* Sets a |callback| that is invoked upon receipt of ServerHelloDone to validate
* the received SCTs.
* If the callback returns a non-positive result, the connection is terminated.
* Call this function before beginning a handshake.
* If a NULL |callback| is provided, SCT validation is disabled.
* |arg| is arbitrary userdata that will be passed to the callback whenever it
* is invoked.
 Ownership of |arg| remains with the caller.
*
* NOTE: A side-effect of setting a CT callback is that an OCSP stapled response
*       will be requested.
*/
int SSL_set_ct_validation_callback(SSL *s, ssl_ct_validation_cb callback,
                                   void *arg);
int SSL_CTX_set_ct_validation_callback(SSL_CTX *ctx,
                                       ssl_ct_validation_cb callback,
                                       void *arg);
#define SSL_disable_ct(s) \
      ((void) SSL_set_validation_callback((s), NULL, NULL))
#define SSL_CTX_disable_ct(ctx) \
      ((void) SSL_CTX_set_validation_callback((ctx), NULL, NULL))

/*
* The validation type enumerates the available behaviours of the built-in SSL
* CT validation callback selected via SSL_enable_ct() and SSL_CTX_enable_ct().
* The underlying callback is a static function in libssl.
*/
enum {
  SSL_CT_VALIDATION_PERMISSIVE = 0,
  SSL_CT_VALIDATION_STRICT
};

/*
* Enable CT by setting up a callback that implements
 one of the built-in
* validation variants.  The SSL_CT_VALIDATION_PERMISSIVE variant always
```

```
* continues the handshake, the application can make appropriate decisions at
* handshake completion.  The SSL_CT_VALIDATION_STRICT variant requires at
* least one valid SCT, or else handshake termination will be requested.  The
* handshake may continue anyway if SSL_VERIFY_NONE is in effect.
*/
int SSL_enable_ct(SSL *s, int validation_mode);
int SSL_CTX_enable_ct(SSL_CTX *ctx, int validation_mode);

/*
* Report whether a non-NULL callback is enabled.
*/
int SSL_ct_is_enabled(const SSL *s);
int SSL_CTX_ct_is_enabled(const SSL_CTX *ctx);

/* Gets the SCTs received from a connection */
const STACK_OF(SCT) *SSL_get0_peer_scts(SSL *s);

/*
* Loads the CT log list from the default location.
* If a CTLOG_STORE has previously been set using SSL_CTX_set_ctlog_store,
* the log information loaded from this file will be appended to the
* CTLOG_STORE.
* Returns 1 on success, 0 otherwise.
 */
int SSL_CTX_set_default_ctlog_list_file(SSL_CTX *ctx);

/*
* Loads the CT log list from the specified file path.
* If a CTLOG_STORE has previously been set using SSL_CTX_set_ctlog_store,
* the log information loaded from this file will be appended to the
* CTLOG_STORE.
* Returns 1 on success, 0 otherwise.
*/
int SSL_CTX_set_ctlog_list_file(SSL_CTX *ctx, const char *path);

/*
* Sets the CT log list used by all SSL connections created from this SSL_CTX.
* Ownership of the CTLOG_STORE is transferred to the SSL_CTX.
*/
void SSL_CTX_set0_ctlog_store(SSL_CTX *ctx, CTLOG_STORE *logs);

/*
* Gets the CT log list used by all SSL connections created from this SSL_CTX.
* This will be NULL unless one of the following functions has been called:
* - SSL_CTX_set_default_ctlog_list_file
* - SSL_CTX_set_ctlog_list_file
* - SSL_CTX_set_ctlog_store
*/
```

```
const CTLOG_STORE *SSL_CTX_get0_ctlog_store(const SSL_CTX *ctx);

# endif /* OPENSSL_NO_CT */

/* What the "other" parameter contains
 in security callback */
/* Mask for type */
# define SSL_SECOP_OTHER_TYPE    0xffff0000
# define SSL_SECOP_OTHER_NONE    0
# define SSL_SECOP_OTHER_CIPHER  (1 << 16)
# define SSL_SECOP_OTHER_CURVE   (2 << 16)
# define SSL_SECOP_OTHER_DH      (3 << 16)
# define SSL_SECOP_OTHER_PKEY    (4 << 16)
# define SSL_SECOP_OTHER_SIGALG  (5 << 16)
# define SSL_SECOP_OTHER_CERT    (6 << 16)

/* Indicated operation refers to peer key or certificate */
# define SSL_SECOP_PEER          0x1000

/* Values for "op" parameter in security callback */

/* Called to filter ciphers */
/* Ciphers client supports */
# define SSL_SECOP_CIPHER_SUPPORTED      (1 | SSL_SECOP_OTHER_CIPHER)
/* Cipher shared by client/server */
# define SSL_SECOP_CIPHER_SHARED         (2 | SSL_SECOP_OTHER_CIPHER)
/* Sanity check of cipher server selects */
# define SSL_SECOP_CIPHER_CHECK          (3 | SSL_SECOP_OTHER_CIPHER)
/* Curves supported by client */
# define SSL_SECOP_CURVE_SUPPORTED       (4 | SSL_SECOP_OTHER_CURVE)
/* Curves
 shared by client/server */
# define SSL_SECOP_CURVE_SHARED          (5 | SSL_SECOP_OTHER_CURVE)
/* Sanity check of curve server selects */
# define SSL_SECOP_CURVE_CHECK           (6 | SSL_SECOP_OTHER_CURVE)
/* Temporary DH key */
# define SSL_SECOP_TMP_DH                (7 | SSL_SECOP_OTHER_PKEY)
/* SSL/TLS version */
# define SSL_SECOP_VERSION               (9 | SSL_SECOP_OTHER_NONE)
/* Session tickets */
# define SSL_SECOP_TICKET                (10 | SSL_SECOP_OTHER_NONE)
/* Supported signature algorithms sent to peer */
# define SSL_SECOP_SIGALG_SUPPORTED      (11 | SSL_SECOP_OTHER_SIGALG)
/* Shared signature algorithm */
# define SSL_SECOP_SIGALG_SHARED         (12 | SSL_SECOP_OTHER_SIGALG)
/* Sanity check signature algorithm allowed */
# define SSL_SECOP_SIGALG_CHECK          (13 | SSL_SECOP_OTHER_SIGALG)
/* Used to get mask of supported public key signature algorithms */
```

```
# define SSL_SECOP_SIGALG_MASK          (14 | SSL_SECOP_OTHER_SIGALG)
/* Use to see if compression is allowed
 */
# define SSL_SECOP_COMPRESSION          (15 | SSL_SECOP_OTHER_NONE)
/* EE key in certificate */
# define SSL_SECOP_EE_KEY               (16 | SSL_SECOP_OTHER_CERT)
/* CA key in certificate */
# define SSL_SECOP_CA_KEY               (17 | SSL_SECOP_OTHER_CERT)
/* CA digest algorithm in certificate */
# define SSL_SECOP_CA_MD                (18 | SSL_SECOP_OTHER_CERT)
/* Peer EE key in certificate */
# define SSL_SECOP_PEER_EE_KEY          (SSL_SECOP_EE_KEY | SSL_SECOP_PEER)
/* Peer CA key in certificate */
# define SSL_SECOP_PEER_CA_KEY          (SSL_SECOP_CA_KEY | SSL_SECOP_PEER)
/* Peer CA digest algorithm in certificate */
# define SSL_SECOP_PEER_CA_MD           (SSL_SECOP_CA_MD | SSL_SECOP_PEER)

void SSL_set_security_level(SSL *s, int level);
__owur int SSL_get_security_level(const SSL *s);
void SSL_set_security_callback(SSL *s,
                               int (*cb) (const SSL *s, const SSL_CTX *ctx,
                                          int op, int bits, int nid,
                                          void *other, void *ex));
int (*SSL_get_security_callback(const SSL *s)) (const SSL *s,
                                                const SSL_CTX *ctx, int op,
                                                int bits, int nid, void *other,
                                                void *ex);
void SSL_set0_security_ex_data(SSL *s, void *ex);
__owur void *SSL_get0_security_ex_data(const SSL *s);

void SSL_CTX_set_security_level(SSL_CTX *ctx, int level);
__owur int SSL_CTX_get_security_level(const SSL_CTX *ctx);
void SSL_CTX_set_security_callback(SSL_CTX *ctx,
                                   int (*cb) (const SSL *s, const SSL_CTX *ctx,
                                              int op, int bits, int nid,
                                              void *other, void *ex));
int (*SSL_CTX_get_security_callback(const SSL_CTX *ctx)) (const SSL *s,
                                                          const SSL_CTX *ctx,

                                                          int op, int bits,
                                                          int nid,
                                                          void *other,
                                                          void *ex);
void SSL_CTX_set0_security_ex_data(SSL_CTX *ctx, void *ex);
__owur void *SSL_CTX_get0_security_ex_data(const SSL_CTX *ctx);

/* OPENSSL_INIT flag 0x010000 reserved for internal use */
# define OPENSSL_INIT_NO_LOAD_SSL_STRINGS    0x00100000L
```

```
# define OPENSSL_INIT_LOAD_SSL_STRINGS       0x00200000L

# define OPENSSL_INIT_SSL_DEFAULT \
      (OPENSSL_INIT_LOAD_SSL_STRINGS | OPENSSL_INIT_LOAD_CRYPTO_STRINGS)

int OPENSSL_init_ssl(uint64_t opts, const OPENSSL_INIT_SETTINGS *settings);

# ifndef OPENSSL_NO_UNIT_TEST
__owur const struct openssl_ssl_test_functions *SSL_test_functions(void);
# endif

__owur int SSL_free_buffers(SSL *ssl);
__owur int SSL_alloc_buffers(SSL *ssl);

/* Status codes passed to the decrypt session
 ticket callback. Some of these
* are for internal use only and are never passed to the callback. */
typedef int SSL_TICKET_STATUS;

/* Support for ticket appdata */
/* fatal error, malloc failure */
# define SSL_TICKET_FATAL_ERR_MALLOC 0
/* fatal error, either from parsing or decrypting the ticket */
# define SSL_TICKET_FATAL_ERR_OTHER  1
/* No ticket present */
# define SSL_TICKET_NONE             2
/* Empty ticket present */
# define SSL_TICKET_EMPTY            3
/* the ticket couldn't be decrypted */
# define SSL_TICKET_NO_DECRYPT       4
/* a ticket was successfully decrypted */
# define SSL_TICKET_SUCCESS          5
/* same as above but the ticket needs to be renewed */
# define SSL_TICKET_SUCCESS_RENEW    6

/* Return codes for the decrypt session ticket callback */
typedef int SSL_TICKET_RETURN;

/* An error occurred */
#define SSL_TICKET_RETURN_ABORT             0
/* Do not use the ticket, do not send a renewed ticket to the client */
#define SSL_TICKET_RETURN_IGNORE
     1
/* Do not use the ticket, send a renewed ticket to the client */
#define SSL_TICKET_RETURN_IGNORE_RENEW      2
/* Use the ticket, do not send a renewed ticket to the client */
#define SSL_TICKET_RETURN_USE               3
/* Use the ticket, send a renewed ticket to the client */
```

```
#define SSL_TICKET_RETURN_USE_RENEW        4

typedef int (*SSL_CTX_generate_session_ticket_fn)(SSL *s, void *arg);
typedef SSL_TICKET_RETURN (*SSL_CTX_decrypt_session_ticket_fn)(SSL *s, SSL_SESSION *ss,
                                                const unsigned char *keyname,
                                                size_t keyname_length,
                                                SSL_TICKET_STATUS status,
                                                void *arg);
int SSL_CTX_set_session_ticket_cb(SSL_CTX *ctx,
                                  SSL_CTX_generate_session_ticket_fn gen_cb,
                                  SSL_CTX_decrypt_session_ticket_fn
 dec_cb,
                                  void *arg);
int SSL_SESSION_set1_ticket_appdata(SSL_SESSION *ss, const void *data, size_t len);
int SSL_SESSION_get0_ticket_appdata(SSL_SESSION *ss, void **data, size_t *len);

typedef unsigned int (*DTLS_timer_cb)(SSL *s, unsigned int timer_us);

void DTLS_set_timer_cb(SSL *s, DTLS_timer_cb cb);


typedef int (*SSL_allow_early_data_cb_fn)(SSL *s, void *arg);
void SSL_CTX_set_allow_early_data_cb(SSL_CTX *ctx,
                                     SSL_allow_early_data_cb_fn cb,
                                     void *arg);
void SSL_set_allow_early_data_cb(SSL *s,
                                 SSL_allow_early_data_cb_fn cb,
                                 void *arg);

/* store the default cipher strings inside the library */
const char *OSSL_default_cipher_list(void);
const char *OSSL_default_ciphersuites(void);

# ifdef  __cplusplus
}
# endif
#endif
# Protected File

Example of a protected file to be used in the PolicyDenyFs module
(The MIT License)

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```

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```
{
 'variables': {
  'openssl_defines_BSD-x86_64': [
    'NDEBUG',
    'L_ENDIAN',
    'OPENSSL_BUILDING_OPENSSL',
    'AES_ASM',
    'BSAES_ASM',
    'CMLL_ASM',
    'ECP_NISTZ256_ASM',
    'GHASH_ASM',
    'KECCAK1600_ASM',
    'MD5_ASM',
```

```
  'OPENSSL_BN_ASM_GF2m',
  'OPENSSL_BN_ASM_MONT',
  'OPENSSL_BN_ASM_MONT5',
  'OPENSSL_CPUID_OBJ',
  'OPENSSL_IA32_SSE2',
  'PADLOCK_ASM',
  'POLY1305_ASM',
  'RC4_ASM',
  'SHA1_ASM',
  'SHA256_ASM',
  'SHA512_ASM',
  'VPAES_ASM',
  'WHIRLPOOL_ASM',
  'X25519_ASM',
  'OPENSSL_PIC',
 ],
 'openssl_cflags_BSD-x86_64': [
  '-Wa,--noexecstack',
  '-Wall -O3',
  '-pthread',
  '-Wall -O3',
 ],
 'openssl_ex_libs_BSD-x86_64': [
  '-pthread',
 ],
 'openssl_cli_srcs_BSD-x86_64': [
  'openssl/apps/lib/cmp_mock_srv.c',
  'openssl/apps/asn1parse.c',
  'openssl/apps/ca.c',
  'openssl/apps/ciphers.c',
  'openssl/apps/cmp.c',

 'openssl/apps/cms.c',
  'openssl/apps/crl.c',
  'openssl/apps/crl2pkcs7.c',
  'openssl/apps/dgst.c',
  'openssl/apps/dhparam.c',
  'openssl/apps/dsa.c',
  'openssl/apps/dsaparam.c',
  'openssl/apps/ec.c',
  'openssl/apps/ecparam.c',
  'openssl/apps/enc.c',
  'openssl/apps/engine.c',
  'openssl/apps/errstr.c',
  'openssl/apps/fipsinstall.c',
  'openssl/apps/gendsa.c',
  'openssl/apps/genpkey.c',
  'openssl/apps/genrsa.c',
```

'openssl/apps/info.c',
'openssl/apps/kdf.c',
'openssl/apps/list.c',
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'openssl/providers/implementations/macs/hmac_prov.c',
'openssl/providers/implementations/macs/kmac_prov.c',
'openssl/providers/implementations/macs/poly1305_prov.c',
'openssl/providers/implementations/macs/siphash_prov.c',
'openssl/providers/implementations/rands/crngt.c',
'openssl/providers/implementations/rands/drbg.c',
'openssl/providers/implementations/rands/drbg_ctr.c',
'openssl/providers/implementations/rands/drbg_hash.c',
'openssl/providers/implementations/rands/drbg_hmac.c',
'openssl/providers/implementations/rands/seed_src.c',
'openssl/providers/implementations/rands/test_rng.c',
'openssl/providers/implementations/rands/seeding/rand_cpu_x86.c',
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'openssl/providers/implementations/rands/seeding/rand_win.c',
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'openssl/providers/implementations/storemgmt/file_store.c',
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  'openssl/providers/implementations/digests/digestcommon.c',
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  'openssl/providers/implementations/ciphers/cipher_blowfish.c',
  'openssl/providers/implementations/ciphers/cipher_blowfish_hw.c',
  'openssl/providers/implementations/ciphers/cipher_cast5.c',
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  'MD5_ASM',
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  'OPENSSL_BN_ASM_MONT',
  'OPENSSL_BN_ASM_MONT5',
  'OPENSSL_CPUID_OBJ',
  'OPENSSL_IA32_SSE2',
  'PADLOCK_ASM',
  'POLY1305_ASM',
  'RC4_ASM',
  'SHA1_ASM',
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  './crypto',
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  './providers/common/include',
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}
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#ifndef SRC_PERMISSION_FS_PERMISSION_H_
#define SRC_PERMISSION_FS_PERMISSION_H_

#if defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS

#include "v8.h"

#include <unordered_map>
#include "permission/permission_base.h"
#include "util.h"

namespace node {

namespace permission {

class FSPermission final : public PermissionBase {
public:
 void Apply(Environment* env,
            const std::vector<std::string>& allow,
            PermissionScope scope) override;
 bool is_granted(Environment* env,
                 PermissionScope perm,
                 const std::string_view& param) const override;

 struct RadixTree {
   struct Node {
     std::string prefix;
     std::unordered_map<char, Node*> children;
     Node* wildcard_child;
     bool is_leaf;

     explicit Node(const std::string& pre)
         : prefix(pre), wildcard_child(nullptr), is_leaf(false) {}

     Node() : wildcard_child(nullptr), is_leaf(false) {}

     Node* CreateChild(const std::string& path_prefix)
 {
       if (path_prefix.empty() && !is_leaf) {
         is_leaf = true;
         return this;
```

```
  }

  CHECK(!path_prefix.empty());
  char label = path_prefix[0];

  Node* child = children[label];
  if (child == nullptr) {
    children[label] = new Node(path_prefix);
    return children[label];
  }

  // swap prefix
  size_t i = 0;
  size_t prefix_len = path_prefix.length();
  for (; i < child->prefix.length(); ++i) {
    if (i > prefix_len || path_prefix[i] != child->prefix[i]) {
      std::string parent_prefix = child->prefix.substr(0, i);
      std::string child_prefix = child->prefix.substr(i);

      child->prefix = child_prefix;
      Node* split_child = new Node(parent_prefix);
      split_child->children[child_prefix[0]] = child;
      children[parent_prefix[0]] = split_child;

      return split_child->CreateChild(path_prefix.substr(i));
    }

}
  child->is_leaf = true;
  return child->CreateChild(path_prefix.substr(i));
 }

 Node* CreateWildcardChild() {
  if (wildcard_child != nullptr) {
    return wildcard_child;
  }
  wildcard_child = new Node();
  return wildcard_child;
 }

 Node* NextNode(const std::string& path, size_t idx) const {
  if (idx >= path.length()) {
    return nullptr;
  }

  // wildcard node takes precedence
  if (children.size() > 1) {
    auto it = children.find('*');
```

```
      if (it != children.end()) {
        return it->second;
      }
    }

    auto it = children.find(path[idx]);
    if (it == children.end()) {
      return nullptr;
    }
    auto child = it->second;
    // match prefix
    size_t prefix_len = child->prefix.length();
    for (size_t i = 0; i < path.length(); ++i) {
      if (i >= prefix_len || child->prefix[i] == '*') {
        return
child;
      }

      // Handle optional trailing
      // path = /home/subdirectory
      // child = subdirectory/*
      if (idx >= path.length() &&
          child->prefix[i] == node::kPathSeparator) {
        continue;
      }

      if (path[idx++] != child->prefix[i]) {
        return nullptr;
      }
    }
    return child;
  }

  // A node can be a *end* node and have children
  // E.g: */slower*, */slown* are inserted:
  // /slow
  // ---> er
  // ---> n
  // If */slow* is inserted right after, it will create an
  // empty node
  // /slow
  // ---> '\000' ASCII (0) || \0
  // ---> er
  // ---> n
  bool IsEndNode() const {
    if (children.empty()) {
      return true;
    }
```

```
      return is_leaf;
    }
  };

  RadixTree();
  ~RadixTree();
  void Insert(const std::string& s);
  bool Lookup(const std::string_view& s) const { return Lookup(s, false);
 }
  bool Lookup(const std::string_view& s, bool when_empty_return) const;

 private:
  Node* root_node_;
 };

private:
 void GrantAccess(PermissionScope scope, const std::string& param);
 // fs granted on startup
 RadixTree granted_in_fs_;
 RadixTree granted_out_fs_;

 bool deny_all_in_ = true;
 bool deny_all_out_ = true;

 bool allow_all_in_ = false;
 bool allow_all_out_ = false;
};

}  // namespace permission

}  // namespace node

#endif  // defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS
#endif  // SRC_PERMISSION_FS_PERMISSION_H_
```

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*/

#define PLATFORM "platform: BSD-x86_64"
#define DATE "built on: Wed Mar  5 20:59:54 2025 UTC"

/*
* Generate compiler_flags as an array of individual characters. This is a
* workaround for the situation where CFLAGS gets too long for a C90 string
* literal
*/
static const char compiler_flags[] = {
   'c','o','m','p','i','l','e','r',':',' ','.','.','/','c','o','n',
   'f','i','g','/','f','a','k','e','_','g','c','c','.','p','l',' ',
   '-','f','P','I','C',' ','-','p','t','h','r','e','a','d',' ','-',
   'W','a',',','-','-','n','o','e','x','e','c','s','t','a','c','k',
   ' ','-','W','a','l','l','
 ','-','O','3',' ','-','D','L','_','E',
   'N','D','I','A','N',' ','-','D','O','P','E','N','S','S','L','_',
   'P','I','C',' ','-','D','_','T','H','R','E','A','D','_','S','A',
```

```
  'F','E',' ','-','D','_','R','E','E','N','T','R','A','N','T',' ',
  '-','D','O','P','E','N','S','S','L','_','B','U','I','L','D','I',
  'N','G','_','O','P','E','N','S','S','L',' ','-','D','N','D','E',
  'B','U','G','\0'
};
```

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*/

#define PLATFORM "platform: BSD-x86_64"
#define DATE "built on: Wed Mar  5 21:00:10 2025 UTC"

/*
* Generate compiler_flags as an array of individual characters. This is a
* workaround for the situation where CFLAGS gets too long for a C90 string
* literal
*/
static const char compiler_flags[] = {
  'c','o','m','p','i','l','e','r',':',' ','c','c',' ','-','f','P',
  'I','C',' ','-','p','t','h','r','e','a','d',' ','-','W','a','l',
  'l',' ','-','O','3',' ','-','D','L','_','E','N','D','I','A','N',
  ' ','-','D','O','P','E','N','S','S','L','_','P','I','C',' ','-',
  'D','_','T','H','R','E','A','D','_','S','A','F','E','
','-','D',
  '_','R','E','E','N','T','R','A','N','T',' ','-','D','O','P','E',
  'N','S','S','L','_','B','U','I','L','D','I','N','G','_','O','P',
  'E','N','S','S','L',' ','-','D','N','D','E','B','U','G','\0'
};
```

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#  define HEADER_CONF_H
# endif

# include <openssl/bio.h>
# include <openssl/lhash.h>
# include <openssl/safestack.h>
# include <openssl/e_os2.h>
# include <openssl/types.h>
# include <openssl/conferr.h>

#ifdef  __cplusplus
extern "C" {
#endif

typedef struct {
   char *section;
   char *name;
   char *value;
} CONF_VALUE;
```

```
SKM_DEFINE_STACK_OF_INTERNAL(CONF_VALUE, CONF_VALUE, CONF_VALUE)
#define sk_CONF_VALUE_num(sk) OPENSSL_sk_num(ossl_check_const_CONF_VALUE_sk_type(sk))
#define
 sk_CONF_VALUE_value(sk, idx) ((CONF_VALUE
*)OPENSSL_sk_value(ossl_check_const_CONF_VALUE_sk_type(sk), (idx)))
#define sk_CONF_VALUE_new(cmp) ((STACK_OF(CONF_VALUE)
*)OPENSSL_sk_new(ossl_check_CONF_VALUE_compfunc_type(cmp)))
#define sk_CONF_VALUE_new_null() ((STACK_OF(CONF_VALUE) *)OPENSSL_sk_new_null())
#define sk_CONF_VALUE_new_reserve(cmp, n) ((STACK_OF(CONF_VALUE)
*)OPENSSL_sk_new_reserve(ossl_check_CONF_VALUE_compfunc_type(cmp), (n)))
#define sk_CONF_VALUE_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_CONF_VALUE_sk_type(sk), (n))
#define sk_CONF_VALUE_free(sk) OPENSSL_sk_free(ossl_check_CONF_VALUE_sk_type(sk))
#define sk_CONF_VALUE_zero(sk) OPENSSL_sk_zero(ossl_check_CONF_VALUE_sk_type(sk))
#define sk_CONF_VALUE_delete(sk, i) ((CONF_VALUE
*)OPENSSL_sk_delete(ossl_check_CONF_VALUE_sk_type(sk), (i)))
#define sk_CONF_VALUE_delete_ptr(sk, ptr) ((CONF_VALUE
*)OPENSSL_sk_delete_ptr(ossl_check_CONF_VALUE_sk_type(sk), ossl_check_CONF_VALUE_type(ptr)))
#define
 sk_CONF_VALUE_push(sk, ptr) OPENSSL_sk_push(ossl_check_CONF_VALUE_sk_type(sk),
ossl_check_CONF_VALUE_type(ptr))
#define sk_CONF_VALUE_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_CONF_VALUE_sk_type(sk),
ossl_check_CONF_VALUE_type(ptr))
#define sk_CONF_VALUE_pop(sk) ((CONF_VALUE
*)OPENSSL_sk_pop(ossl_check_CONF_VALUE_sk_type(sk)))
#define sk_CONF_VALUE_shift(sk) ((CONF_VALUE
*)OPENSSL_sk_shift(ossl_check_CONF_VALUE_sk_type(sk)))
#define sk_CONF_VALUE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_CONF_VALUE_sk_type(sk),ossl_check_CONF_VALUE_freefunc_type(freef
unc))
#define sk_CONF_VALUE_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_CONF_VALUE_sk_type(sk),
ossl_check_CONF_VALUE_type(ptr), (idx))
#define sk_CONF_VALUE_set(sk, idx, ptr) ((CONF_VALUE
*)OPENSSL_sk_set(ossl_check_CONF_VALUE_sk_type(sk), (idx), ossl_check_CONF_VALUE_type(ptr)))
#define sk_CONF_VALUE_find(sk, ptr) OPENSSL_sk_find(ossl_check_CONF_VALUE_sk_type(sk),
ossl_check_CONF_VALUE_type(ptr))
#define sk_CONF_VALUE_find_ex(sk,
 ptr) OPENSSL_sk_find_ex(ossl_check_CONF_VALUE_sk_type(sk), ossl_check_CONF_VALUE_type(ptr))
#define sk_CONF_VALUE_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_CONF_VALUE_sk_type(sk), ossl_check_CONF_VALUE_type(ptr), pnum)
#define sk_CONF_VALUE_sort(sk) OPENSSL_sk_sort(ossl_check_CONF_VALUE_sk_type(sk))
#define sk_CONF_VALUE_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_CONF_VALUE_sk_type(sk))
#define sk_CONF_VALUE_dup(sk) ((STACK_OF(CONF_VALUE)
*)OPENSSL_sk_dup(ossl_check_const_CONF_VALUE_sk_type(sk)))
#define sk_CONF_VALUE_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(CONF_VALUE)
*)OPENSSL_sk_deep_copy(ossl_check_const_CONF_VALUE_sk_type(sk),
ossl_check_CONF_VALUE_copyfunc_type(copyfunc), ossl_check_CONF_VALUE_freefunc_type(freefunc)))
```

```
#define sk_CONF_VALUE_set_cmp_func(sk, cmp)
((sk_CONF_VALUE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_CONF_VALUE_sk_type(sk),
ossl_check_CONF_VALUE_compfunc_type(cmp)))
DEFINE_LHASH_OF_INTERNAL(CONF_VALUE);
#define
 lh_CONF_VALUE_new(hfn, cmp) ((LHASH_OF(CONF_VALUE)
*)OPENSSL_LH_new(ossl_check_CONF_VALUE_lh_hashfunc_type(hfn),
ossl_check_CONF_VALUE_lh_compfunc_type(cmp)))
#define lh_CONF_VALUE_free(lh) OPENSSL_LH_free(ossl_check_CONF_VALUE_lh_type(lh))
#define lh_CONF_VALUE_flush(lh) OPENSSL_LH_flush(ossl_check_CONF_VALUE_lh_type(lh))
#define lh_CONF_VALUE_insert(lh, ptr) ((CONF_VALUE
*)OPENSSL_LH_insert(ossl_check_CONF_VALUE_lh_type(lh),
ossl_check_CONF_VALUE_lh_plain_type(ptr)))
#define lh_CONF_VALUE_delete(lh, ptr) ((CONF_VALUE
*)OPENSSL_LH_delete(ossl_check_CONF_VALUE_lh_type(lh),
ossl_check_const_CONF_VALUE_lh_plain_type(ptr)))
#define lh_CONF_VALUE_retrieve(lh, ptr) ((CONF_VALUE
*)OPENSSL_LH_retrieve(ossl_check_CONF_VALUE_lh_type(lh),
ossl_check_const_CONF_VALUE_lh_plain_type(ptr)))
#define lh_CONF_VALUE_error(lh) OPENSSL_LH_error(ossl_check_CONF_VALUE_lh_type(lh))
#define lh_CONF_VALUE_num_items(lh) OPENSSL_LH_num_items(ossl_check_CONF_VALUE_lh_type(lh))
#define lh_CONF_VALUE_node_stats_bio(lh,
 out) OPENSSL_LH_node_stats_bio(ossl_check_const_CONF_VALUE_lh_type(lh), out)
#define lh_CONF_VALUE_node_usage_stats_bio(lh, out)
OPENSSL_LH_node_usage_stats_bio(ossl_check_const_CONF_VALUE_lh_type(lh), out)
#define lh_CONF_VALUE_stats_bio(lh, out)
OPENSSL_LH_stats_bio(ossl_check_const_CONF_VALUE_lh_type(lh), out)
#define lh_CONF_VALUE_get_down_load(lh)
OPENSSL_LH_get_down_load(ossl_check_CONF_VALUE_lh_type(lh))
#define lh_CONF_VALUE_set_down_load(lh, dl)
OPENSSL_LH_set_down_load(ossl_check_CONF_VALUE_lh_type(lh), dl)
#define lh_CONF_VALUE_doall(lh, dfn) OPENSSL_LH_doall(ossl_check_CONF_VALUE_lh_type(lh),
ossl_check_CONF_VALUE_lh_doallfunc_type(dfn))


struct conf_st;
struct conf_method_st;
typedef struct conf_method_st CONF_METHOD;

# ifndef OPENSSL_NO_DEPRECATED_3_0
#  include <openssl/conftypes.h>
# endif

/* Module definitions */
typedef struct conf_imodule_st CONF_IMODULE;
typedef struct conf_module_st CONF_MODULE;

STACK_OF(CONF_MODULE);
```

```
STACK_OF(CONF_IMODULE);

/* DSO module
 function typedefs */
typedef int conf_init_func (CONF_IMODULE *md, const CONF *cnf);
typedef void conf_finish_func (CONF_IMODULE *md);

# define CONF_MFLAGS_IGNORE_ERRORS       0x1
# define CONF_MFLAGS_IGNORE_RETURN_CODES 0x2
# define CONF_MFLAGS_SILENT              0x4
# define CONF_MFLAGS_NO_DSO              0x8
# define CONF_MFLAGS_IGNORE_MISSING_FILE 0x10
# define CONF_MFLAGS_DEFAULT_SECTION     0x20

int CONF_set_default_method(CONF_METHOD *meth);
void CONF_set_nconf(CONF *conf, LHASH_OF(CONF_VALUE) *hash);
LHASH_OF(CONF_VALUE) *CONF_load(LHASH_OF(CONF_VALUE) *conf, const char *file,
                        long *eline);
# ifndef OPENSSL_NO_STDIO
LHASH_OF(CONF_VALUE) *CONF_load_fp(LHASH_OF(CONF_VALUE) *conf, FILE *fp,
                           long *eline);
# endif
LHASH_OF(CONF_VALUE) *CONF_load_bio(LHASH_OF(CONF_VALUE) *conf, BIO *bp,
                            long *eline);
STACK_OF(CONF_VALUE) *CONF_get_section(LHASH_OF(CONF_VALUE) *conf,

                           const char *section);
char *CONF_get_string(LHASH_OF(CONF_VALUE) *conf, const char *group,
                  const char *name);
long CONF_get_number(LHASH_OF(CONF_VALUE) *conf, const char *group,
                 const char *name);
void CONF_free(LHASH_OF(CONF_VALUE) *conf);
#ifndef OPENSSL_NO_STDIO
int CONF_dump_fp(LHASH_OF(CONF_VALUE) *conf, FILE *out);
#endif
int CONF_dump_bio(LHASH_OF(CONF_VALUE) *conf, BIO *out);
#ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 void OPENSSL_config(const char *config_name);
#endif

#ifndef OPENSSL_NO_DEPRECATED_1_1_0
# define OPENSSL_no_config() \
  OPENSSL_init_crypto(OPENSSL_INIT_NO_LOAD_CONFIG, NULL)
#endif

/*
* New conf code.  The semantics are different from the functions above. If
* that wasn't the case, the above functions would have been replaced
```

```
*/

CONF *NCONF_new_ex(OSSL_LIB_CTX *libctx, CONF_METHOD *meth);
OSSL_LIB_CTX *NCONF_get0_libctx(const CONF *conf);
CONF *NCONF_new(CONF_METHOD
 *meth);
CONF_METHOD *NCONF_default(void);
#ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 CONF_METHOD *NCONF_WIN32(void);
#endif
void NCONF_free(CONF *conf);
void NCONF_free_data(CONF *conf);

int NCONF_load(CONF *conf, const char *file, long *eline);
# ifndef OPENSSL_NO_STDIO
int NCONF_load_fp(CONF *conf, FILE *fp, long *eline);
# endif
int NCONF_load_bio(CONF *conf, BIO *bp, long *eline);
STACK_OF(OPENSSL_CSTRING) *NCONF_get_section_names(const CONF *conf);
STACK_OF(CONF_VALUE) *NCONF_get_section(const CONF *conf,
                                        const char *section);
char *NCONF_get_string(const CONF *conf, const char *group, const char *name);
int NCONF_get_number_e(const CONF *conf, const char *group, const char *name,
                       long *result);
#ifndef OPENSSL_NO_STDIO
int NCONF_dump_fp(const CONF *conf, FILE *out);
#endif
int NCONF_dump_bio(const CONF *conf, BIO *out);

#define NCONF_get_number(c,g,n,r) NCONF_get_number_e(c,g,n,r)

/* Module functions
 */

int CONF_modules_load(const CONF *cnf, const char *appname,
                      unsigned long flags);
int CONF_modules_load_file_ex(OSSL_LIB_CTX *libctx, const char *filename,
                              const char *appname, unsigned long flags);
int CONF_modules_load_file(const char *filename, const char *appname,
                           unsigned long flags);
void CONF_modules_unload(int all);
void CONF_modules_finish(void);
#ifndef OPENSSL_NO_DEPRECATED_1_1_0
# define CONF_modules_free() while(0) continue
#endif
int CONF_module_add(const char *name, conf_init_func *ifunc,
                    conf_finish_func *ffunc);
```

```
const char *CONF_imodule_get_name(const CONF_IMODULE *md);
const char *CONF_imodule_get_value(const CONF_IMODULE *md);
void *CONF_imodule_get_usr_data(const CONF_IMODULE *md);
void CONF_imodule_set_usr_data(CONF_IMODULE *md, void *usr_data);
CONF_MODULE *CONF_imodule_get_module(const CONF_IMODULE *md);
unsigned long CONF_imodule_get_flags(const CONF_IMODULE
 *md);
void CONF_imodule_set_flags(CONF_IMODULE *md, unsigned long flags);
void *CONF_module_get_usr_data(CONF_MODULE *pmod);
void CONF_module_set_usr_data(CONF_MODULE *pmod, void *usr_data);

char *CONF_get1_default_config_file(void);

int CONF_parse_list(const char *list, int sep, int nospc,
                    int (*list_cb) (const char *elem, int len, void *usr),
                    void *arg);

void OPENSSL_load_builtin_modules(void);


# ifdef  __cplusplus
}
# endif
#endif
```

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File: vendor/json/upstream/single_include/nlohmann/json.hpp (only for ICU4C)

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=== src/compat.h src/compat-inl.h ===

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/*
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#ifndef OPENSSL_SAFESTACK_H
# define OPENSSL_SAFESTACK_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_SAFESTACK_H
# endif

# include <openssl/stack.h>
# include <openssl/e_os2.h>

#ifdef __cplusplus
extern "C" {
#endif

# define STACK_OF(type) struct stack_st_##type

/* Helper macro for internal use */
# define SKM_DEFINE_STACK_OF_INTERNAL(t1, t2, t3) \
  STACK_OF(t1); \
  typedef int (*sk_##t1##_compfunc)(const t3 * const *a, const t3 *const *b); \
  typedef void (*sk_##t1##_freefunc)(t3 *a); \
  typedef t3
 * (*sk_##t1##_copyfunc)(const t3 *a); \
  static ossl_unused ossl_inline t2 *ossl_check_##t1##_type(t2 *ptr) \
  { \
     return ptr; \
  } \
  static ossl_unused ossl_inline const OPENSSL_STACK *ossl_check_const_##t1##_sk_type(const
STACK_OF(t1) *sk) \
  { \
     return (const OPENSSL_STACK *)sk; \
  } \
  static ossl_unused ossl_inline OPENSSL_STACK *ossl_check_##t1##_sk_type(STACK_OF(t1) *sk) \
  { \
     return (OPENSSL_STACK *)sk; \
  } \
  static ossl_unused ossl_inline OPENSSL_sk_compfunc ossl_check_##t1##_compfunc_type(sk_##t1##_compfunc
cmp) \
  { \
```

```
    return (OPENSSL_sk_compfunc)cmp; \
  } \
  static ossl_unused ossl_inline OPENSSL_sk_copyfunc ossl_check_##t1##_copyfunc_type(sk_##t1##_copyfunc
cpy) \
  { \
    return (OPENSSL_sk_copyfunc)cpy; \
  } \
  static ossl_unused ossl_inline OPENSSL_sk_freefunc ossl_check_##t1##_freefunc_type(sk_##t1##_freefunc fr) \
  { \
    return (OPENSSL_sk_freefunc)fr; \
  }

# define SKM_DEFINE_STACK_OF(t1,
 t2, t3) \
  STACK_OF(t1); \
  typedef int (*sk_##t1##_compfunc)(const t3 * const *a, const t3 *const *b); \
  typedef void (*sk_##t1##_freefunc)(t3 *a); \
  typedef t3 * (*sk_##t1##_copyfunc)(const t3 *a); \
  static ossl_unused ossl_inline int sk_##t1##_num(const STACK_OF(t1) *sk) \
  { \
    return OPENSSL_sk_num((const OPENSSL_STACK *)sk); \
  } \
  static ossl_unused ossl_inline t2 *sk_##t1##_value(const STACK_OF(t1) *sk, int idx) \
  { \
    return (t2 *)OPENSSL_sk_value((const OPENSSL_STACK *)sk, idx); \
  } \
  static ossl_unused ossl_inline STACK_OF(t1) *sk_##t1##_new(sk_##t1##_compfunc compare) \
  { \
    return (STACK_OF(t1) *)OPENSSL_sk_new((OPENSSL_sk_compfunc)compare); \
  } \
  static ossl_unused ossl_inline STACK_OF(t1) *sk_##t1##_new_null(void) \
  { \
    return (STACK_OF(t1) *)OPENSSL_sk_new_null(); \
  } \
  static ossl_unused ossl_inline STACK_OF(t1) *sk_##t1##_new_reserve(sk_##t1##_compfunc compare,
 int n) \
  { \
    return (STACK_OF(t1) *)OPENSSL_sk_new_reserve((OPENSSL_sk_compfunc)compare, n); \
  } \
  static ossl_unused ossl_inline int sk_##t1##_reserve(STACK_OF(t1) *sk, int n) \
  { \
    return OPENSSL_sk_reserve((OPENSSL_STACK *)sk, n); \
  } \
  static ossl_unused ossl_inline void sk_##t1##_free(STACK_OF(t1) *sk) \
  { \
    OPENSSL_sk_free((OPENSSL_STACK *)sk); \
  } \
  static ossl_unused ossl_inline void sk_##t1##_zero(STACK_OF(t1) *sk) \
```

```
{ \
    OPENSSL_sk_zero((OPENSSL_STACK *)sk); \
} \
static ossl_unused ossl_inline t2 *sk_##t1##_delete(STACK_OF(t1) *sk, int i) \
{ \
    return (t2 *)OPENSSL_sk_delete((OPENSSL_STACK *)sk, i); \
} \
static ossl_unused ossl_inline t2 *sk_##t1##_delete_ptr(STACK_OF(t1) *sk, t2 *ptr) \
{ \
    return (t2 *)OPENSSL_sk_delete_ptr((OPENSSL_STACK *)sk, \
                                       (const void *)ptr); \
} \
static ossl_unused ossl_inline int
sk_##t1##_push(STACK_OF(t1) *sk, t2 *ptr) \
{ \
    return OPENSSL_sk_push((OPENSSL_STACK *)sk, (const void *)ptr); \
} \
static ossl_unused ossl_inline int sk_##t1##_unshift(STACK_OF(t1) *sk, t2 *ptr) \
{ \
    return OPENSSL_sk_unshift((OPENSSL_STACK *)sk, (const void *)ptr); \
} \
static ossl_unused ossl_inline t2 *sk_##t1##_pop(STACK_OF(t1) *sk) \
{ \
    return (t2 *)OPENSSL_sk_pop((OPENSSL_STACK *)sk); \
} \
static ossl_unused ossl_inline t2 *sk_##t1##_shift(STACK_OF(t1) *sk) \
{ \
    return (t2 *)OPENSSL_sk_shift((OPENSSL_STACK *)sk); \
} \
static ossl_unused ossl_inline void sk_##t1##_pop_free(STACK_OF(t1) *sk, sk_##t1##_freefunc freefunc) \
{ \
    OPENSSL_sk_pop_free((OPENSSL_STACK *)sk, (OPENSSL_sk_freefunc)freefunc); \
} \
static ossl_unused ossl_inline int sk_##t1##_insert(STACK_OF(t1) *sk, t2 *ptr, int idx) \
{ \
    return OPENSSL_sk_insert((OPENSSL_STACK *)sk, (const void *)ptr, idx);
\
} \
static ossl_unused ossl_inline t2 *sk_##t1##_set(STACK_OF(t1) *sk, int idx, t2 *ptr) \
{ \
    return (t2 *)OPENSSL_sk_set((OPENSSL_STACK *)sk, idx, (const void *)ptr); \
} \
static ossl_unused ossl_inline int sk_##t1##_find(STACK_OF(t1) *sk, t2 *ptr) \
{ \
    return OPENSSL_sk_find((OPENSSL_STACK *)sk, (const void *)ptr); \
} \
static ossl_unused ossl_inline int sk_##t1##_find_ex(STACK_OF(t1) *sk, t2 *ptr) \
{ \
```

```
    return OPENSSL_sk_find_ex((OPENSSL_STACK *)sk, (const void *)ptr); \
  } \
  static ossl_unused ossl_inline int sk_##t1##_find_all(STACK_OF(t1) *sk, t2 *ptr, int *pnum) \
  { \
    return OPENSSL_sk_find_all((OPENSSL_STACK *)sk, (const void *)ptr, pnum); \
  } \
  static ossl_unused ossl_inline void sk_##t1##_sort(STACK_OF(t1) *sk) \
  { \
    OPENSSL_sk_sort((OPENSSL_STACK *)sk); \
  } \
  static ossl_unused ossl_inline int sk_##t1##_is_sorted(const STACK_OF(t1) *sk) \
  { \
    return
 OPENSSL_sk_is_sorted((const OPENSSL_STACK *)sk); \
  } \
  static ossl_unused ossl_inline STACK_OF(t1) * sk_##t1##_dup(const STACK_OF(t1) *sk) \
  { \
    return (STACK_OF(t1) *)OPENSSL_sk_dup((const OPENSSL_STACK *)sk); \
  } \
  static ossl_unused ossl_inline STACK_OF(t1) *sk_##t1##_deep_copy(const STACK_OF(t1) *sk, \
                                  sk_##t1##_copyfunc copyfunc, \
                                  sk_##t1##_freefunc freefunc) \
  { \
    return (STACK_OF(t1) *)OPENSSL_sk_deep_copy((const OPENSSL_STACK *)sk, \
                            (OPENSSL_sk_copyfunc)copyfunc, \
                            (OPENSSL_sk_freefunc)freefunc); \
  } \
  static ossl_unused ossl_inline sk_##t1##_compfunc sk_##t1##_set_cmp_func(STACK_OF(t1) *sk,
sk_##t1##_compfunc compare) \
  { \
    return (sk_##t1##_compfunc)OPENSSL_sk_set_cmp_func((OPENSSL_STACK *)sk,
(OPENSSL_sk_compfunc)compare); \
   }

# define DEFINE_STACK_OF(t) SKM_DEFINE_STACK_OF(t, t, t)
# define DEFINE_STACK_OF_CONST(t) SKM_DEFINE_STACK_OF(t, const t, t)
# define DEFINE_SPECIAL_STACK_OF(t1, t2) SKM_DEFINE_STACK_OF(t1, t2, t2)
# define DEFINE_SPECIAL_STACK_OF_CONST(t1, t2) \
        SKM_DEFINE_STACK_OF(t1, const t2, t2)

/*-
* Strings are special: normally an lhash entry will point to a single
* (somewhat) mutable object. In the case of strings:
*
* a) Instead of a single char, there is an array of chars, NUL-terminated.
* b) The string may have be immutable.
*
* So, they need their own declarations. Especially important for
```

```
* type-checking tools, such as Deputy.
*
* In practice, however, it appears to be hard to have a const
* string. For now, I'm settling for dealing with the fact it is a
* string at all.
*/
typedef char *OPENSSL_STRING;
typedef const char *OPENSSL_CSTRING;

/*-
* Confusingly, LHASH_OF(STRING) deals with char ** throughout, but
* STACK_OF(STRING) is really more like STACK_OF(char),
 only, as mentioned
* above, instead of a single char each entry is a NUL-terminated array of
* chars. So, we have to implement STRING specially for STACK_OF. This is
* dealt with in the autogenerated macros below.
*/
SKM_DEFINE_STACK_OF_INTERNAL(OPENSSL_STRING, char, char)
#define sk_OPENSSL_STRING_num(sk)
OPENSSL_sk_num(ossl_check_const_OPENSSL_STRING_sk_type(sk))
#define sk_OPENSSL_STRING_value(sk, idx) ((char
*)OPENSSL_sk_value(ossl_check_const_OPENSSL_STRING_sk_type(sk), (idx)))
#define sk_OPENSSL_STRING_new(cmp) ((STACK_OF(OPENSSL_STRING)
*)OPENSSL_sk_new(ossl_check_OPENSSL_STRING_compfunc_type(cmp)))
#define sk_OPENSSL_STRING_new_null() ((STACK_OF(OPENSSL_STRING) *)OPENSSL_sk_new_null())
#define sk_OPENSSL_STRING_new_reserve(cmp, n) ((STACK_OF(OPENSSL_STRING)
*)OPENSSL_sk_new_reserve(ossl_check_OPENSSL_STRING_compfunc_type(cmp), (n)))
#define sk_OPENSSL_STRING_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_OPENSSL_STRING_sk_type(sk), (n))
#define sk_OPENSSL_STRING_free(sk)
 OPENSSL_sk_free(ossl_check_OPENSSL_STRING_sk_type(sk))
#define sk_OPENSSL_STRING_zero(sk) OPENSSL_sk_zero(ossl_check_OPENSSL_STRING_sk_type(sk))
#define sk_OPENSSL_STRING_delete(sk, i) ((char
*)OPENSSL_sk_delete(ossl_check_OPENSSL_STRING_sk_type(sk), (i)))
#define sk_OPENSSL_STRING_delete_ptr(sk, ptr) ((char
*)OPENSSL_sk_delete_ptr(ossl_check_OPENSSL_STRING_sk_type(sk),
ossl_check_OPENSSL_STRING_type(ptr)))
#define sk_OPENSSL_STRING_push(sk, ptr) OPENSSL_sk_push(ossl_check_OPENSSL_STRING_sk_type(sk),
ossl_check_OPENSSL_STRING_type(ptr))
#define sk_OPENSSL_STRING_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_OPENSSL_STRING_sk_type(sk), ossl_check_OPENSSL_STRING_type(ptr))
#define sk_OPENSSL_STRING_pop(sk) ((char
*)OPENSSL_sk_pop(ossl_check_OPENSSL_STRING_sk_type(sk)))
#define sk_OPENSSL_STRING_shift(sk) ((char
*)OPENSSL_sk_shift(ossl_check_OPENSSL_STRING_sk_type(sk)))
#define sk_OPENSSL_STRING_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OPENSSL_STRING_sk_type(sk),ossl_check_OPENSSL_STRING_freefunc_
type(freefunc))
```

```
#define
 sk_OPENSSL_STRING_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_OPENSSL_STRING_sk_type(sk),
ossl_check_OPENSSL_STRING_type(ptr), (idx))
#define sk_OPENSSL_STRING_set(sk, idx, ptr) ((char
*)OPENSSL_sk_set(ossl_check_OPENSSL_STRING_sk_type(sk), (idx),
ossl_check_OPENSSL_STRING_type(ptr)))
#define sk_OPENSSL_STRING_find(sk, ptr) OPENSSL_sk_find(ossl_check_OPENSSL_STRING_sk_type(sk),
ossl_check_OPENSSL_STRING_type(ptr))
#define sk_OPENSSL_STRING_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OPENSSL_STRING_sk_type(sk), ossl_check_OPENSSL_STRING_type(ptr))
#define sk_OPENSSL_STRING_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OPENSSL_STRING_sk_type(sk), ossl_check_OPENSSL_STRING_type(ptr),
pnum)
#define sk_OPENSSL_STRING_sort(sk) OPENSSL_sk_sort(ossl_check_OPENSSL_STRING_sk_type(sk))
#define sk_OPENSSL_STRING_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OPENSSL_STRING_sk_type(sk))
#define sk_OPENSSL_STRING_dup(sk)
 ((STACK_OF(OPENSSL_STRING) *)OPENSSL_sk_dup(ossl_check_const_OPENSSL_STRING_sk_type(sk)))
#define sk_OPENSSL_STRING_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(OPENSSL_STRING)
*)OPENSSL_sk_deep_copy(ossl_check_const_OPENSSL_STRING_sk_type(sk),
ossl_check_OPENSSL_STRING_copyfunc_type(copyfunc),
ossl_check_OPENSSL_STRING_freefunc_type(freefunc)))
#define sk_OPENSSL_STRING_set_cmp_func(sk, cmp)
((sk_OPENSSL_STRING_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OPENSSL_STRING_sk_type(sk),
ossl_check_OPENSSL_STRING_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(OPENSSL_CSTRING, const char, char)
#define sk_OPENSSL_CSTRING_num(sk)
OPENSSL_sk_num(ossl_check_const_OPENSSL_CSTRING_sk_type(sk))
#define sk_OPENSSL_CSTRING_value(sk, idx) ((const char
*)OPENSSL_sk_value(ossl_check_const_OPENSSL_CSTRING_sk_type(sk), (idx)))
#define sk_OPENSSL_CSTRING_new(cmp) ((STACK_OF(OPENSSL_CSTRING)
*)OPENSSL_sk_new(ossl_check_OPENSSL_CSTRING_compfunc_type(cmp)))
#define sk_OPENSSL_CSTRING_new_null() ((STACK_OF(OPENSSL_CSTRING)
 *)OPENSSL_sk_new_null())
#define sk_OPENSSL_CSTRING_new_reserve(cmp, n) ((STACK_OF(OPENSSL_CSTRING)
*)OPENSSL_sk_new_reserve(ossl_check_OPENSSL_CSTRING_compfunc_type(cmp), (n)))
#define sk_OPENSSL_CSTRING_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_OPENSSL_CSTRING_sk_type(sk), (n))
#define sk_OPENSSL_CSTRING_free(sk) OPENSSL_sk_free(ossl_check_OPENSSL_CSTRING_sk_type(sk))
#define sk_OPENSSL_CSTRING_zero(sk) OPENSSL_sk_zero(ossl_check_OPENSSL_CSTRING_sk_type(sk))
#define sk_OPENSSL_CSTRING_delete(sk, i) ((const char
*)OPENSSL_sk_delete(ossl_check_OPENSSL_CSTRING_sk_type(sk), (i)))
#define sk_OPENSSL_CSTRING_delete_ptr(sk, ptr) ((const char
*)OPENSSL_sk_delete_ptr(ossl_check_OPENSSL_CSTRING_sk_type(sk),
ossl_check_OPENSSL_CSTRING_type(ptr)))
#define sk_OPENSSL_CSTRING_push(sk, ptr)
OPENSSL_sk_push(ossl_check_OPENSSL_CSTRING_sk_type(sk), ossl_check_OPENSSL_CSTRING_type(ptr))
#define sk_OPENSSL_CSTRING_unshift(sk, ptr)
```

```
OPENSSL_sk_unshift(ossl_check_OPENSSL_CSTRING_sk_type(sk),
 ossl_check_OPENSSL_CSTRING_type(ptr))
#define sk_OPENSSL_CSTRING_pop(sk) ((const char
*)OPENSSL_sk_pop(ossl_check_OPENSSL_CSTRING_sk_type(sk)))
#define sk_OPENSSL_CSTRING_shift(sk) ((const char
*)OPENSSL_sk_shift(ossl_check_OPENSSL_CSTRING_sk_type(sk)))
#define sk_OPENSSL_CSTRING_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OPENSSL_CSTRING_sk_type(sk),ossl_check_OPENSSL_CSTRING_freefu
nc_type(freefunc))
#define sk_OPENSSL_CSTRING_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OPENSSL_CSTRING_sk_type(sk), ossl_check_OPENSSL_CSTRING_type(ptr),
(idx))
#define sk_OPENSSL_CSTRING_set(sk, idx, ptr) ((const char
*)OPENSSL_sk_set(ossl_check_OPENSSL_CSTRING_sk_type(sk), (idx),
ossl_check_OPENSSL_CSTRING_type(ptr)))
#define sk_OPENSSL_CSTRING_find(sk, ptr)
OPENSSL_sk_find(ossl_check_OPENSSL_CSTRING_sk_type(sk), ossl_check_OPENSSL_CSTRING_type(ptr))
#define sk_OPENSSL_CSTRING_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OPENSSL_CSTRING_sk_type(sk),
ossl_check_OPENSSL_CSTRING_type(ptr))
#define
 sk_OPENSSL_CSTRING_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OPENSSL_CSTRING_sk_type(sk),
ossl_check_OPENSSL_CSTRING_type(ptr), pnum)
#define sk_OPENSSL_CSTRING_sort(sk) OPENSSL_sk_sort(ossl_check_OPENSSL_CSTRING_sk_type(sk))
#define sk_OPENSSL_CSTRING_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OPENSSL_CSTRING_sk_type(sk))
#define sk_OPENSSL_CSTRING_dup(sk) ((STACK_OF(OPENSSL_CSTRING)
*)OPENSSL_sk_dup(ossl_check_const_OPENSSL_CSTRING_sk_type(sk)))
#define sk_OPENSSL_CSTRING_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(OPENSSL_CSTRING)
*)OPENSSL_sk_deep_copy(ossl_check_const_OPENSSL_CSTRING_sk_type(sk),
ossl_check_OPENSSL_CSTRING_copyfunc_type(copyfunc),
ossl_check_OPENSSL_CSTRING_freefunc_type(freefunc)))
#define sk_OPENSSL_CSTRING_set_cmp_func(sk, cmp)
((sk_OPENSSL_CSTRING_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OPENSSL_CSTRING_sk_type(s
k), ossl_check_OPENSSL_CSTRING_compfunc_type(cmp)))


#if !defined(OPENSSL_NO_DEPRECATED_3_0)
/*
* This
 is not used by OpenSSL.  A block of bytes,  NOT nul-terminated.
* These should also be distinguished from "normal" stacks.
*/
typedef void *OPENSSL_BLOCK;
SKM_DEFINE_STACK_OF_INTERNAL(OPENSSL_BLOCK, void, void)
#define sk_OPENSSL_BLOCK_num(sk) OPENSSL_sk_num(ossl_check_const_OPENSSL_BLOCK_sk_type(sk))
#define sk_OPENSSL_BLOCK_value(sk, idx) ((void
```

*)OPENSSL_sk_value(ossl_check_const_OPENSSL_BLOCK_sk_type(sk), (idx)))
#define sk_OPENSSL_BLOCK_new(cmp) ((STACK_OF(OPENSSL_BLOCK)
*)OPENSSL_sk_new(ossl_check_OPENSSL_BLOCK_compfunc_type(cmp)))
#define sk_OPENSSL_BLOCK_new_null() ((STACK_OF(OPENSSL_BLOCK) *)OPENSSL_sk_new_null())
#define sk_OPENSSL_BLOCK_new_reserve(cmp, n) ((STACK_OF(OPENSSL_BLOCK)
*)OPENSSL_sk_new_reserve(ossl_check_OPENSSL_BLOCK_compfunc_type(cmp), (n)))
#define sk_OPENSSL_BLOCK_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_OPENSSL_BLOCK_sk_type(sk), (n))
#define sk_OPENSSL_BLOCK_free(sk) OPENSSL_sk_free(ossl_check_OPENSSL_BLOCK_sk_type(sk))
#define sk_OPENSSL_BLOCK_zero(sk)
OPENSSL_sk_zero(ossl_check_OPENSSL_BLOCK_sk_type(sk))
#define sk_OPENSSL_BLOCK_delete(sk, i) ((void
*)OPENSSL_sk_delete(ossl_check_OPENSSL_BLOCK_sk_type(sk), (i)))
#define sk_OPENSSL_BLOCK_delete_ptr(sk, ptr) ((void
*)OPENSSL_sk_delete_ptr(ossl_check_OPENSSL_BLOCK_sk_type(sk),
ossl_check_OPENSSL_BLOCK_type(ptr)))
#define sk_OPENSSL_BLOCK_push(sk, ptr) OPENSSL_sk_push(ossl_check_OPENSSL_BLOCK_sk_type(sk),
ossl_check_OPENSSL_BLOCK_type(ptr))
#define sk_OPENSSL_BLOCK_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_OPENSSL_BLOCK_sk_type(sk), ossl_check_OPENSSL_BLOCK_type(ptr))
#define sk_OPENSSL_BLOCK_pop(sk) ((void
*)OPENSSL_sk_pop(ossl_check_OPENSSL_BLOCK_sk_type(sk)))
#define sk_OPENSSL_BLOCK_shift(sk) ((void
*)OPENSSL_sk_shift(ossl_check_OPENSSL_BLOCK_sk_type(sk)))
#define sk_OPENSSL_BLOCK_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OPENSSL_BLOCK_sk_type(sk),ossl_check_OPENSSL_BLOCK_freefunc_t
ype(freefunc))
#define sk_OPENSSL_BLOCK_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OPENSSL_BLOCK_sk_type(sk),
ossl_check_OPENSSL_BLOCK_type(ptr), (idx))
#define sk_OPENSSL_BLOCK_set(sk, idx, ptr) ((void
*)OPENSSL_sk_set(ossl_check_OPENSSL_BLOCK_sk_type(sk), (idx),
ossl_check_OPENSSL_BLOCK_type(ptr)))
#define sk_OPENSSL_BLOCK_find(sk, ptr) OPENSSL_sk_find(ossl_check_OPENSSL_BLOCK_sk_type(sk),
ossl_check_OPENSSL_BLOCK_type(ptr))
#define sk_OPENSSL_BLOCK_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OPENSSL_BLOCK_sk_type(sk), ossl_check_OPENSSL_BLOCK_type(ptr))
#define sk_OPENSSL_BLOCK_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_OPENSSL_BLOCK_sk_type(sk), ossl_check_OPENSSL_BLOCK_type(ptr),
pnum)
#define sk_OPENSSL_BLOCK_sort(sk) OPENSSL_sk_sort(ossl_check_OPENSSL_BLOCK_sk_type(sk))
#define sk_OPENSSL_BLOCK_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OPENSSL_BLOCK_sk_type(sk))
#define sk_OPENSSL_BLOCK_dup(sk) ((STACK_OF(OPENSSL_BLOCK)
*)OPENSSL_sk_dup(ossl_check_const_OPENSSL_BLOCK_sk_type(sk)))
#define sk_OPENSSL_BLOCK_deep_copy(sk, copyfunc,
freefunc) ((STACK_OF(OPENSSL_BLOCK)
*)OPENSSL_sk_deep_copy(ossl_check_const_OPENSSL_BLOCK_sk_type(sk),

ossl_check_OPENSSL_BLOCK_copyfunc_type(copyfunc),
ossl_check_OPENSSL_BLOCK_freefunc_type(freefunc)))
#define sk_OPENSSL_BLOCK_set_cmp_func(sk, cmp)
((sk_OPENSSL_BLOCK_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OPENSSL_BLOCK_sk_type(sk),
ossl_check_OPENSSL_BLOCK_compfunc_type(cmp)))

#endif

ifdef __cplusplus
}
endif
#endif
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{
 'variables': {
  'openssl_defines_BSD-x86': [
   'NDEBUG',
   'L_ENDIAN',
   'OPENSSL_BUILDING_OPENSSL',
   'AES_ASM',
   'CMLL_ASM',
   'DES_ASM',
   'ECP_NISTZ256_ASM',
   'GHASH_ASM',
   'MD5_ASM',
   'OPENSSL_BN_ASM_GF2m',
   'OPENSSL_BN_ASM_MONT',
   'OPENSSL_BN_ASM_PART_WORDS',
   'OPENSSL_CPUID_OBJ',
   'OPENSSL_IA32_SSE2',
   'PADLOCK_ASM',
   'POLY1305_ASM',
   'RC4_ASM',
   'RMD160_ASM',
   'SHA1_ASM',
   'SHA256_ASM',
   'SHA512_ASM',
   'VPAES_ASM',

```
  'WHIRLPOOL_ASM',
  'OPENSSL_PIC',
 ],
 'openssl_cflags_BSD-x86': [
  '-Wa,--noexecstack',
  '-Wall -O3 -fomit-frame-pointer',
  '-pthread',
  '-Wall -O3 -fomit-frame-pointer',
 ],
 'openssl_ex_libs_BSD-x86': [
  '-pthread',
 ],
 'openssl_cli_srcs_BSD-x86': [
  'openssl/apps/lib/cmp_mock_srv.c',
  'openssl/apps/asn1parse.c',
  'openssl/apps/ca.c',
  'openssl/apps/ciphers.c',
  'openssl/apps/cmp.c',
   'openssl/apps/cms.c',
  'openssl/apps/crl.c',
  'openssl/apps/crl2pkcs7.c',
  'openssl/apps/dgst.c',
  'openssl/apps/dhparam.c',
  'openssl/apps/dsa.c',
  'openssl/apps/dsaparam.c',
  'openssl/apps/ec.c',
  'openssl/apps/ecparam.c',
  'openssl/apps/enc.c',
  'openssl/apps/engine.c',
  'openssl/apps/errstr.c',
  'openssl/apps/fipsinstall.c',
  'openssl/apps/gendsa.c',
  'openssl/apps/genpkey.c',
  'openssl/apps/genrsa.c',
  'openssl/apps/info.c',
  'openssl/apps/kdf.c',
  'openssl/apps/list.c',
  'openssl/apps/mac.c',
  'openssl/apps/nseq.c',
  'openssl/apps/ocsp.c',
  'openssl/apps/openssl.c',
  'openssl/apps/passwd.c',
  'openssl/apps/pkcs12.c',
  'openssl/apps/pkcs7.c',
  'openssl/apps/pkcs8.c',
  'openssl/apps/pkey.c',
  'openssl/apps/pkeyparam.c',
  'openssl/apps/pkeyutl.c',
```

```
    'openssl/apps/prime.c',
    './config/archs/BSD-x86/asm/apps/progs.c',

   'openssl/apps/rand.c',
    'openssl/apps/rehash.c',
    'openssl/apps/req.c',
    'openssl/apps/rsa.c',
    'openssl/apps/rsautl.c',
    'openssl/apps/s_client.c',
    'openssl/apps/s_server.c',
    'openssl/apps/s_time.c',
    'openssl/apps/sess_id.c',
    'openssl/apps/smime.c',
    'openssl/apps/speed.c',
    'openssl/apps/spkac.c',
    'openssl/apps/srp.c',
    'openssl/apps/storeutl.c',
    'openssl/apps/ts.c',
    'openssl/apps/verify.c',
    'openssl/apps/version.c',
    'openssl/apps/x509.c',
    'openssl/apps/lib/app_libctx.c',
    'openssl/apps/lib/app_params.c',
    'openssl/apps/lib/app_provider.c',
    'openssl/apps/lib/app_rand.c',
    'openssl/apps/lib/app_x509.c',
    'openssl/apps/lib/apps.c',
    'openssl/apps/lib/apps_ui.c',
    'openssl/apps/lib/columns.c',
    'openssl/apps/lib/engine.c',
    'openssl/apps/lib/engine_loader.c',
    'openssl/apps/lib/fmt.c',
    'openssl/apps/lib/http_server.c',
    'openssl/apps/lib/names.c',
     'openssl/apps/lib/opt.c',
    'openssl/apps/lib/s_cb.c',
    'openssl/apps/lib/s_socket.c',
    'openssl/apps/lib/tlssrp_depr.c',
  ],
},
'defines': ['<@(openssl_defines_BSD-x86)'],
'include_dirs': [
  './include',
],
'cflags' : ['<@(openssl_cflags_BSD-x86)'],
'libraries': ['<@(openssl_ex_libs_BSD-x86)'],
'sources': ['<@(openssl_cli_srcs_BSD-x86)'],
}
```

```
/*-
* WARNING: do not edit!
* Generated by Makefile from include/openssl/crmf.h.in
*
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* Copyright Siemens AG 2015-2019
*
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* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*
* CRMF (RFC 4211) implementation by M. Peylo, M. Viljanen, and D. von Oheimb.
*/



#ifndef OPENSSL_CRMF_H
# define OPENSSL_CRMF_H

# include <openssl/opensslconf.h>

# ifndef OPENSSL_NO_CRMF
#  include <openssl/opensslv.h>
#  include <openssl/safestack.h>
#  include <openssl/crmferr.h>
#  include <openssl/x509v3.h> /* for GENERAL_NAME etc. */

/* explicit #includes not strictly needed since implied by the above: */
#  include <openssl/types.h>
#  include <openssl/x509.h>

#  ifdef __cplusplus
extern "C" {
#  endif

#
 define OSSL_CRMF_POPOPRIVKEY_THISMESSAGE         0
#  define OSSL_CRMF_POPOPRIVKEY_SUBSEQUENTMESSAGE    1
#  define OSSL_CRMF_POPOPRIVKEY_DHMAC              2
#  define OSSL_CRMF_POPOPRIVKEY_AGREEMAC           3
#  define OSSL_CRMF_POPOPRIVKEY_ENCRYPTEDKEY        4

#  define OSSL_CRMF_SUBSEQUENTMESSAGE_ENCRCERT       0
#  define OSSL_CRMF_SUBSEQUENTMESSAGE_CHALLENGERESP  1

typedef struct ossl_crmf_encryptedvalue_st OSSL_CRMF_ENCRYPTEDVALUE;
```

```
DECLARE_ASN1_FUNCTIONS(OSSL_CRMF_ENCRYPTEDVALUE)
typedef struct ossl_crmf_msg_st OSSL_CRMF_MSG;
DECLARE_ASN1_FUNCTIONS(OSSL_CRMF_MSG)
DECLARE_ASN1_DUP_FUNCTION(OSSL_CRMF_MSG)
SKM_DEFINE_STACK_OF_INTERNAL(OSSL_CRMF_MSG, OSSL_CRMF_MSG, OSSL_CRMF_MSG)
#define sk_OSSL_CRMF_MSG_num(sk)
OPENSSL_sk_num(ossl_check_const_OSSL_CRMF_MSG_sk_type(sk))
#define sk_OSSL_CRMF_MSG_value(sk, idx) ((OSSL_CRMF_MSG
*)OPENSSL_sk_value(ossl_check_const_OSSL_CRMF_MSG_sk_type(sk), (idx)))
#define sk_OSSL_CRMF_MSG_new(cmp) ((STACK_OF(OSSL_CRMF_MSG)
*)OPENSSL_sk_new(ossl_check_OSSL_CRMF_MSG_compfunc_type(cmp)))
#define
 sk_OSSL_CRMF_MSG_new_null() ((STACK_OF(OSSL_CRMF_MSG) *)OPENSSL_sk_new_null())
#define sk_OSSL_CRMF_MSG_new_reserve(cmp, n) ((STACK_OF(OSSL_CRMF_MSG)
*)OPENSSL_sk_new_reserve(ossl_check_OSSL_CRMF_MSG_compfunc_type(cmp), (n)))
#define sk_OSSL_CRMF_MSG_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_OSSL_CRMF_MSG_sk_type(sk), (n))
#define sk_OSSL_CRMF_MSG_free(sk) OPENSSL_sk_free(ossl_check_OSSL_CRMF_MSG_sk_type(sk))
#define sk_OSSL_CRMF_MSG_zero(sk) OPENSSL_sk_zero(ossl_check_OSSL_CRMF_MSG_sk_type(sk))
#define sk_OSSL_CRMF_MSG_delete(sk, i) ((OSSL_CRMF_MSG
*)OPENSSL_sk_delete(ossl_check_OSSL_CRMF_MSG_sk_type(sk), (i)))
#define sk_OSSL_CRMF_MSG_delete_ptr(sk, ptr) ((OSSL_CRMF_MSG
*)OPENSSL_sk_delete_ptr(ossl_check_OSSL_CRMF_MSG_sk_type(sk),
ossl_check_OSSL_CRMF_MSG_type(ptr)))
#define sk_OSSL_CRMF_MSG_push(sk, ptr) OPENSSL_sk_push(ossl_check_OSSL_CRMF_MSG_sk_type(sk),
ossl_check_OSSL_CRMF_MSG_type(ptr))
#define sk_OSSL_CRMF_MSG_unshift(sk,
 ptr) OPENSSL_sk_unshift(ossl_check_OSSL_CRMF_MSG_sk_type(sk),
ossl_check_OSSL_CRMF_MSG_type(ptr))
#define sk_OSSL_CRMF_MSG_pop(sk) ((OSSL_CRMF_MSG
*)OPENSSL_sk_pop(ossl_check_OSSL_CRMF_MSG_sk_type(sk)))
#define sk_OSSL_CRMF_MSG_shift(sk) ((OSSL_CRMF_MSG
*)OPENSSL_sk_shift(ossl_check_OSSL_CRMF_MSG_sk_type(sk)))
#define sk_OSSL_CRMF_MSG_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OSSL_CRMF_MSG_sk_type(sk),ossl_check_OSSL_CRMF_MSG_freefunc_t
ype(freefunc))
#define sk_OSSL_CRMF_MSG_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OSSL_CRMF_MSG_sk_type(sk), ossl_check_OSSL_CRMF_MSG_type(ptr),
(idx))
#define sk_OSSL_CRMF_MSG_set(sk, idx, ptr) ((OSSL_CRMF_MSG
*)OPENSSL_sk_set(ossl_check_OSSL_CRMF_MSG_sk_type(sk), (idx),
ossl_check_OSSL_CRMF_MSG_type(ptr)))
#define sk_OSSL_CRMF_MSG_find(sk, ptr) OPENSSL_sk_find(ossl_check_OSSL_CRMF_MSG_sk_type(sk),
ossl_check_OSSL_CRMF_MSG_type(ptr))
#define sk_OSSL_CRMF_MSG_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OSSL_CRMF_MSG_sk_type(sk),
 ossl_check_OSSL_CRMF_MSG_type(ptr))
#define sk_OSSL_CRMF_MSG_find_all(sk, ptr, pnum)
```

```
OPENSSL_sk_find_all(ossl_check_OSSL_CRMF_MSG_sk_type(sk), ossl_check_OSSL_CRMF_MSG_type(ptr),
pnum)
#define sk_OSSL_CRMF_MSG_sort(sk) OPENSSL_sk_sort(ossl_check_OSSL_CRMF_MSG_sk_type(sk))
#define sk_OSSL_CRMF_MSG_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OSSL_CRMF_MSG_sk_type(sk))
#define sk_OSSL_CRMF_MSG_dup(sk) ((STACK_OF(OSSL_CRMF_MSG)
*)OPENSSL_sk_dup(ossl_check_const_OSSL_CRMF_MSG_sk_type(sk)))
#define sk_OSSL_CRMF_MSG_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(OSSL_CRMF_MSG)
*)OPENSSL_sk_deep_copy(ossl_check_const_OSSL_CRMF_MSG_sk_type(sk),
ossl_check_OSSL_CRMF_MSG_copyfunc_type(copyfunc),
ossl_check_OSSL_CRMF_MSG_freefunc_type(freefunc)))
#define sk_OSSL_CRMF_MSG_set_cmp_func(sk, cmp)
((sk_OSSL_CRMF_MSG_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OSSL_CRMF_MSG_sk_type(sk),
ossl_check_OSSL_CRMF_MSG_compfunc_type(cmp)))

typedef struct ossl_crmf_attributetypeandvalue_st OSSL_CRMF_ATTRIBUTETYPEANDVALUE;
typedef
 struct ossl_crmf_pbmparameter_st OSSL_CRMF_PBMPARAMETER;
DECLARE_ASN1_FUNCTIONS(OSSL_CRMF_PBMPARAMETER)
typedef struct ossl_crmf_poposigningkey_st OSSL_CRMF_POPOSIGNINGKEY;
typedef struct ossl_crmf_certrequest_st OSSL_CRMF_CERTREQUEST;
typedef struct ossl_crmf_certid_st OSSL_CRMF_CERTID;
DECLARE_ASN1_FUNCTIONS(OSSL_CRMF_CERTID)
DECLARE_ASN1_DUP_FUNCTION(OSSL_CRMF_CERTID)
SKM_DEFINE_STACK_OF_INTERNAL(OSSL_CRMF_CERTID, OSSL_CRMF_CERTID,
OSSL_CRMF_CERTID)
#define sk_OSSL_CRMF_CERTID_num(sk)
OPENSSL_sk_num(ossl_check_const_OSSL_CRMF_CERTID_sk_type(sk))
#define sk_OSSL_CRMF_CERTID_value(sk, idx) ((OSSL_CRMF_CERTID
*)OPENSSL_sk_value(ossl_check_const_OSSL_CRMF_CERTID_sk_type(sk), (idx)))
#define sk_OSSL_CRMF_CERTID_new(cmp) ((STACK_OF(OSSL_CRMF_CERTID)
*)OPENSSL_sk_new(ossl_check_OSSL_CRMF_CERTID_compfunc_type(cmp)))
#define sk_OSSL_CRMF_CERTID_new_null() ((STACK_OF(OSSL_CRMF_CERTID)
*)OPENSSL_sk_new_null())
#define sk_OSSL_CRMF_CERTID_new_reserve(cmp, n) ((STACK_OF(OSSL_CRMF_CERTID)
 *)OPENSSL_sk_new_reserve(ossl_check_OSSL_CRMF_CERTID_compfunc_type(cmp), (n)))
#define sk_OSSL_CRMF_CERTID_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_OSSL_CRMF_CERTID_sk_type(sk), (n))
#define sk_OSSL_CRMF_CERTID_free(sk) OPENSSL_sk_free(ossl_check_OSSL_CRMF_CERTID_sk_type(sk))
#define sk_OSSL_CRMF_CERTID_zero(sk)
OPENSSL_sk_zero(ossl_check_OSSL_CRMF_CERTID_sk_type(sk))
#define sk_OSSL_CRMF_CERTID_delete(sk, i) ((OSSL_CRMF_CERTID
*)OPENSSL_sk_delete(ossl_check_OSSL_CRMF_CERTID_sk_type(sk), (i)))
#define sk_OSSL_CRMF_CERTID_delete_ptr(sk, ptr) ((OSSL_CRMF_CERTID
*)OPENSSL_sk_delete_ptr(ossl_check_OSSL_CRMF_CERTID_sk_type(sk),
ossl_check_OSSL_CRMF_CERTID_type(ptr)))
#define sk_OSSL_CRMF_CERTID_push(sk, ptr)
OPENSSL_sk_push(ossl_check_OSSL_CRMF_CERTID_sk_type(sk),
```

```
ossl_check_OSSL_CRMF_CERTID_type(ptr))
#define sk_OSSL_CRMF_CERTID_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_OSSL_CRMF_CERTID_sk_type(sk),
ossl_check_OSSL_CRMF_CERTID_type(ptr))
#define sk_OSSL_CRMF_CERTID_pop(sk)
 ((OSSL_CRMF_CERTID *)OPENSSL_sk_pop(ossl_check_OSSL_CRMF_CERTID_sk_type(sk)))
#define sk_OSSL_CRMF_CERTID_shift(sk) ((OSSL_CRMF_CERTID
*)OPENSSL_sk_shift(ossl_check_OSSL_CRMF_CERTID_sk_type(sk)))
#define sk_OSSL_CRMF_CERTID_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_OSSL_CRMF_CERTID_sk_type(sk),ossl_check_OSSL_CRMF_CERTID_fre
efunc_type(freefunc))
#define sk_OSSL_CRMF_CERTID_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_OSSL_CRMF_CERTID_sk_type(sk),
ossl_check_OSSL_CRMF_CERTID_type(ptr), (idx))
#define sk_OSSL_CRMF_CERTID_set(sk, idx, ptr) ((OSSL_CRMF_CERTID
*)OPENSSL_sk_set(ossl_check_OSSL_CRMF_CERTID_sk_type(sk), (idx),
ossl_check_OSSL_CRMF_CERTID_type(ptr)))
#define sk_OSSL_CRMF_CERTID_find(sk, ptr)
OPENSSL_sk_find(ossl_check_OSSL_CRMF_CERTID_sk_type(sk),
ossl_check_OSSL_CRMF_CERTID_type(ptr))
#define sk_OSSL_CRMF_CERTID_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_OSSL_CRMF_CERTID_sk_type(sk),
ossl_check_OSSL_CRMF_CERTID_type(ptr))
#define sk_OSSL_CRMF_CERTID_find_all(sk,
 ptr, pnum) OPENSSL_sk_find_all(ossl_check_OSSL_CRMF_CERTID_sk_type(sk),
ossl_check_OSSL_CRMF_CERTID_type(ptr), pnum)
#define sk_OSSL_CRMF_CERTID_sort(sk) OPENSSL_sk_sort(ossl_check_OSSL_CRMF_CERTID_sk_type(sk))
#define sk_OSSL_CRMF_CERTID_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_OSSL_CRMF_CERTID_sk_type(sk))
#define sk_OSSL_CRMF_CERTID_dup(sk) ((STACK_OF(OSSL_CRMF_CERTID)
*)OPENSSL_sk_dup(ossl_check_const_OSSL_CRMF_CERTID_sk_type(sk)))
#define sk_OSSL_CRMF_CERTID_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(OSSL_CRMF_CERTID)
*)OPENSSL_sk_deep_copy(ossl_check_const_OSSL_CRMF_CERTID_sk_type(sk),
ossl_check_OSSL_CRMF_CERTID_copyfunc_type(copyfunc),
ossl_check_OSSL_CRMF_CERTID_freefunc_type(freefunc)))
#define sk_OSSL_CRMF_CERTID_set_cmp_func(sk, cmp)
((sk_OSSL_CRMF_CERTID_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_OSSL_CRMF_CERTID_sk_typ
e(sk), ossl_check_OSSL_CRMF_CERTID_compfunc_type(cmp)))


typedef struct ossl_crmf_pkipublicationinfo_st OSSL_CRMF_PKIPUBLICATIONINFO;
DECLARE_ASN1_FUNCTIONS(OSSL_CRMF_PKIPUBLICATIONINFO)
typedef
 struct ossl_crmf_singlepubinfo_st OSSL_CRMF_SINGLEPUBINFO;
DECLARE_ASN1_FUNCTIONS(OSSL_CRMF_SINGLEPUBINFO)
typedef struct ossl_crmf_certtemplate_st OSSL_CRMF_CERTTEMPLATE;
DECLARE_ASN1_FUNCTIONS(OSSL_CRMF_CERTTEMPLATE)
typedef STACK_OF(OSSL_CRMF_MSG) OSSL_CRMF_MSGS;
```

```
DECLARE_ASN1_FUNCTIONS(OSSL_CRMF_MSGS)

typedef struct ossl_crmf_optionalvalidity_st OSSL_CRMF_OPTIONALVALIDITY;

/* crmf_pbm.c */
OSSL_CRMF_PBMPARAMETER *OSSL_CRMF_pbmp_new(OSSL_LIB_CTX *libctx, size_t slen,
                                           int owfnid, size_t itercnt,
                                           int macnid);
int OSSL_CRMF_pbm_new(OSSL_LIB_CTX *libctx, const char *propq,
                      const OSSL_CRMF_PBMPARAMETER *pbmp,
                      const unsigned char *msg, size_t msglen,
                      const unsigned char *sec, size_t seclen,
                      unsigned char **mac, size_t *maclen);

/* crmf_lib.c
 */
int OSSL_CRMF_MSG_set1_regCtrl_regToken(OSSL_CRMF_MSG *msg,
                                        const ASN1_UTF8STRING *tok);
ASN1_UTF8STRING
*OSSL_CRMF_MSG_get0_regCtrl_regToken(const OSSL_CRMF_MSG *msg);
int OSSL_CRMF_MSG_set1_regCtrl_authenticator(OSSL_CRMF_MSG *msg,
                                             const ASN1_UTF8STRING *auth);
ASN1_UTF8STRING
*OSSL_CRMF_MSG_get0_regCtrl_authenticator(const OSSL_CRMF_MSG *msg);
int
OSSL_CRMF_MSG_PKIPublicationInfo_push0_SinglePubInfo(OSSL_CRMF_PKIPUBLICATIONINFO *pi,
                                                     OSSL_CRMF_SINGLEPUBINFO *spi);
#  define OSSL_CRMF_PUB_METHOD_DONTCARE 0
#  define OSSL_CRMF_PUB_METHOD_X500     1
#  define OSSL_CRMF_PUB_METHOD_WEB      2
#  define OSSL_CRMF_PUB_METHOD_LDAP     3
int OSSL_CRMF_MSG_set0_SinglePubInfo(OSSL_CRMF_SINGLEPUBINFO *spi,
                                     int method, GENERAL_NAME *nm);
#  define OSSL_CRMF_PUB_ACTION_DONTPUBLISH   0
#  define OSSL_CRMF_PUB_ACTION_PLEASEPUBLISH
 1
int OSSL_CRMF_MSG_set_PKIPublicationInfo_action(OSSL_CRMF_PKIPUBLICATIONINFO *pi,
                                                int action);
int OSSL_CRMF_MSG_set1_regCtrl_pkiPublicationInfo(OSSL_CRMF_MSG *msg,
                                                  const OSSL_CRMF_PKIPUBLICATIONINFO *pi);
OSSL_CRMF_PKIPUBLICATIONINFO
*OSSL_CRMF_MSG_get0_regCtrl_pkiPublicationInfo(const OSSL_CRMF_MSG *msg);
int OSSL_CRMF_MSG_set1_regCtrl_protocolEncrKey(OSSL_CRMF_MSG *msg,
                                               const X509_PUBKEY *pubkey);
X509_PUBKEY
*OSSL_CRMF_MSG_get0_regCtrl_protocolEncrKey(const OSSL_CRMF_MSG *msg);
int OSSL_CRMF_MSG_set1_regCtrl_oldCertID(OSSL_CRMF_MSG *msg,
                                         const OSSL_CRMF_CERTID *cid);
```

```
OSSL_CRMF_CERTID
*OSSL_CRMF_MSG_get0_regCtrl_oldCertID(const OSSL_CRMF_MSG *msg);
OSSL_CRMF_CERTID *OSSL_CRMF_CERTID_gen(const X509_NAME *issuer,
                           const ASN1_INTEGER *serial);

int OSSL_CRMF_MSG_set1_regInfo_utf8Pairs(OSSL_CRMF_MSG
 *msg,
                             const ASN1_UTF8STRING *utf8pairs);
ASN1_UTF8STRING
*OSSL_CRMF_MSG_get0_regInfo_utf8Pairs(const OSSL_CRMF_MSG *msg);
int OSSL_CRMF_MSG_set1_regInfo_certReq(OSSL_CRMF_MSG *msg,
                           const OSSL_CRMF_CERTREQUEST *cr);
OSSL_CRMF_CERTREQUEST
*OSSL_CRMF_MSG_get0_regInfo_certReq(const OSSL_CRMF_MSG *msg);

int OSSL_CRMF_MSG_set0_validity(OSSL_CRMF_MSG *crm,
                        ASN1_TIME *notBefore, ASN1_TIME *notAfter);
int OSSL_CRMF_MSG_set_certReqId(OSSL_CRMF_MSG *crm, int rid);
int OSSL_CRMF_MSG_get_certReqId(const OSSL_CRMF_MSG *crm);
int OSSL_CRMF_MSG_set0_extensions(OSSL_CRMF_MSG *crm, X509_EXTENSIONS *exts);

int OSSL_CRMF_MSG_push0_extension(OSSL_CRMF_MSG *crm, X509_EXTENSION *ext);
#  define OSSL_CRMF_POPO_NONE      -1
#  define OSSL_CRMF_POPO_RAVERIFIED 0
#  define OSSL_CRMF_POPO_SIGNATURE  1
#  define OSSL_CRMF_POPO_KEYENC     2
#  define OSSL_CRMF_POPO_KEYAGREE
  3
int OSSL_CRMF_MSG_create_popo(int meth, OSSL_CRMF_MSG *crm,
                      EVP_PKEY *pkey, const EVP_MD *digest,
                      OSSL_LIB_CTX *libctx, const char *propq);
int OSSL_CRMF_MSGS_verify_popo(const OSSL_CRMF_MSGS *reqs,
                       int rid, int acceptRAVerified,
                       OSSL_LIB_CTX *libctx, const char *propq);
OSSL_CRMF_CERTTEMPLATE *OSSL_CRMF_MSG_get0_tmpl(const OSSL_CRMF_MSG *crm);
const ASN1_INTEGER
*OSSL_CRMF_CERTTEMPLATE_get0_serialNumber(const OSSL_CRMF_CERTTEMPLATE *tmpl);
const X509_NAME
*OSSL_CRMF_CERTTEMPLATE_get0_subject(const OSSL_CRMF_CERTTEMPLATE *tmpl);
const X509_NAME
*OSSL_CRMF_CERTTEMPLATE_get0_issuer(const OSSL_CRMF_CERTTEMPLATE *tmpl);
X509_EXTENSIONS
*OSSL_CRMF_CERTTEMPLATE_get0_extensions(const OSSL_CRMF_CERTTEMPLATE *tmpl);
const X509_NAME
*OSSL_CRMF_CERTID_get0_issuer(const OSSL_CRMF_CERTID *cid);
const ASN1_INTEGER
*OSSL_CRMF_CERTID_get0_serialNumber(const
```

```
 OSSL_CRMF_CERTID *cid);
int OSSL_CRMF_CERTTEMPLATE_fill(OSSL_CRMF_CERTTEMPLATE *tmpl,
                                EVP_PKEY *pubkey,
                                const X509_NAME *subject,
                                const X509_NAME *issuer,
                                const ASN1_INTEGER *serial);
X509
*OSSL_CRMF_ENCRYPTEDVALUE_get1_encCert(const OSSL_CRMF_ENCRYPTEDVALUE *ecert,
                                       OSSL_LIB_CTX *libctx, const char *propq,
                                       EVP_PKEY *pkey);

#  ifdef __cplusplus
}
#  endif
# endif /* !defined(OPENSSL_NO_CRMF) */
#endif /* !defined(OPENSSL_CRMF_H) */
```

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```
#ifndef V8_COMPILER_TURBOSHAFT_COPYING_PHASE_H_
#define V8_COMPILER_TURBOSHAFT_COPYING_PHASE_H_

#include <algorithm>
#include <cstddef>
#include <cstdint>
#include <utility>

#include "src/base/iterator.h"
#include "src/base/logging.h"
#include "src/base/small-vector.h"
#include "src/base/vector.h"
#include "src/codegen/optimized-compilation-info.h"
#include "src/compiler/node-origin-table.h"
#include "src/compiler/turboshaft/assembler.h"
#include "src/compiler/turboshaft/graph.h"
#include "src/compiler/turboshaft/index.h"
#include "src/compiler/turboshaft/operations.h"
#include "src/compiler/turboshaft/phase.h"
#include "src/compiler/turboshaft/reducer-traits.h"
#include "src/compiler/turboshaft/representations.h"
#include "src/compiler/turboshaft/snapshot-table.h"
#include "src/compiler/turboshaft/variable-reducer.h"
#include
 "src/zone/zone-containers.h"

namespace v8::internal::compiler::turboshaft {

using MaybeVariable = base::Optional<Variable>;
```

```
V8_EXPORT_PRIVATE int CountDecimalDigits(uint32_t value);
struct PaddingSpace {
 int spaces;
};
V8_EXPORT_PRIVATE std::ostream& operator<<(std::ostream& os,
                                PaddingSpace padding);

template <typename Next>
class ReducerBaseForwarder;

template <typename Derived, typename Base>
class OutputGraphAssembler : public Base {
#define FRIEND(op) friend struct op##Op;
 TURBOSHAFT_OPERATION_LIST(FRIEND)
#undef FRIEND
 template <size_t I, class D>
 friend struct FixedArityOperationT;

 OpIndex Map(OpIndex index) { return derived_this()->MapToNewGraph(index); }

 OptionalOpIndex Map(OptionalOpIndex index) {
  return derived_this()->MapToNewGraph(index);
 }

 template <size_t N>
 base::SmallVector<OpIndex, N> Map(base::Vector<const OpIndex> indices) {
  return derived_this()->template MapToNewGraph<N>(indices);
 }

public:
#define ASSEMBLE(operation)                                    \
 OpIndex AssembleOutputGraph##operation(const operation##Op& op) { \
  return op.Explode(                                       \
      [a = assembler()](auto... args) {                    \
        return a->Reduce##operation(args...);              \
      },                                                   \
      *this);                                              \
 }
 TURBOSHAFT_OPERATION_LIST(ASSEMBLE)
#undef ASSEMBLE

private:
 Derived* derived_this() { return static_cast<Derived*>(this); }
 Assembler<typename Base::ReducerList>* assembler() {
  return &derived_this()->Asm();
 }
};
```

```
template <class AfterNext>
class GraphVisitor : public OutputGraphAssembler<GraphVisitor<AfterNext>,
                                 VariableReducer<AfterNext>> {
 template <typename N>
 friend class ReducerBaseForwarder;

public:
 using Next
 = VariableReducer<AfterNext>;
 TURBOSHAFT_REDUCER_BOILERPLATE(CopyingPhase)

 GraphVisitor()
    : input_graph_(Asm().modifiable_input_graph()),
      current_input_block_(nullptr),
      op_mapping_(Asm().input_graph().op_id_count(), OpIndex::Invalid(),
                  Asm().phase_zone(), &Asm().input_graph()),
      block_mapping_(Asm().input_graph().block_count(), nullptr,
                     Asm().phase_zone()),
      blocks_needing_variables_(Asm().input_graph().block_count(),
                                Asm().phase_zone()),
      old_opindex_to_variables(Asm().input_graph().op_id_count(),
                               Asm().phase_zone(), &Asm().input_graph()),
      blocks_to_clone_(Asm().phase_zone()) {
  Asm().output_graph().Reset();
 }

 // `trace_reduction` is a template parameter to avoid paying for tracing at
 // runtime.
 template <bool trace_reduction>
 void VisitGraph() {
  Asm().Analyze();

  // Creating initial old-to-new Block
 mapping.
  for (Block& input_block : Asm().modifiable_input_graph().blocks()) {
    block_mapping_[input_block.index()] = Asm().output_graph().NewBlock(
        input_block.IsLoop() ? Block::Kind::kLoopHeader : Block::Kind::kMerge,
        &input_block);
  }

  // Visiting the graph.
  VisitAllBlocks<trace_reduction>();

  Finalize();
 }

 void Bind(Block* block) {
```

```
  Next::Bind(block);
  block->SetOrigin(current_input_block());
}

void Finalize() {
  // Updating the source_positions.
  if (!Asm().input_graph().source_positions().empty()) {
    for (OpIndex index : Asm().output_graph().AllOperationIndices()) {
      OpIndex origin = Asm().output_graph().operation_origins()[index];
      Asm().output_graph().source_positions()[index] =
          Asm().input_graph().source_positions()[origin];
    }
  }
  // Updating the operation origins.
  NodeOriginTable* origins = PipelineData::Get().node_origins();
  if (origins) {
    for (OpIndex
index : Asm().output_graph().AllOperationIndices()) {
      OpIndex origin = Asm().output_graph().operation_origins()[index];
      origins->SetNodeOrigin(index.id(), origin.id());
    }
  }

  input_graph_.SwapWithCompanion();
}

const Block* current_input_block() { return current_input_block_; }

bool* turn_loop_without_backedge_into_merge() {
  return &turn_loop_without_backedge_into_merge_;
}

// Emits a Goto to a cloned version of {input_block}, assuming that the only
// predecessor of this cloned copy will be the current block. {input_block} is
// not cloned right away (because this would recursively call VisitBlockBody,
// which could cause stack overflows), and is instead added to the
// {blocks_to_clone_} stack, whose blocks will be cloned once the current
// block has been fully visited.
void CloneBlockAndGoto(const Block* input_block) {
  Block* new_block =
      Asm().output_graph().NewBlock(input_block->kind(), input_block);

  //
Computing which input of Phi operations to use when visiting
  // {input_block} (since {input_block} doesn't really have predecessors
  // anymore).
  int added_block_phi_input = input_block->GetPredecessorIndex(
      Asm().current_block()->OriginForBlockEnd());
```

```
  // There is no guarantees that {input_block} will be entirely removed just
  // because it's cloned/inlined, since it's possible that it has predecessors
  // for which this optimization didn't apply. As a result, we add it to
  // {blocks_needing_variables_}, so that if it's ever generated
  // normally, Variables are used when emitting its content, so that
  // they can later be merged when control flow merges with the current
  // version of {input_block} that we just cloned.
  blocks_needing_variables_.Add(input_block->index().id());

  Asm().Goto(new_block);

  blocks_to_clone_.push_back({input_block, added_block_phi_input, new_block});
 }

 // Visits and emits {input_block} right now (ie,
 in the current block). This
 // should not be called recursively in order to avoid stack overflow (ie,
 // processing {input_block} should never lead to calling CloneAndInlingBlock).
 void CloneAndInlineBlock(const Block* input_block) {
  if (Asm().generating_unreachable_operations()) return;

#ifdef DEBUG
  // Making sure that we didn't call CloneAndInlineBlock recursively.
  DCHECK(!is_in_recursive_inlining_);
  ScopedModification<bool> recursive_guard(&is_in_recursive_inlining_, true);
#endif

  // Computing which input of Phi operations to use when visiting
  // {input_block} (since {input_block} doesn't really have predecessors
  // anymore).
  int added_block_phi_input = input_block->GetPredecessorIndex(
      Asm().current_block()->OriginForBlockEnd());

  // There is no guarantees that {input_block} will be entirely removed just
  // because it's cloned/inlined, since it's possible that it has predecessors
  // for which this optimization didn't apply.
 As a result, we add it to
  // {blocks_needing_variables_}, so that if it's ever generated
  // normally, Variables are used when emitting its content, so that
  // they can later be merged when control flow merges with the current
  // version of {input_block} that we just cloned.
  blocks_needing_variables_.Add(input_block->index().id());

  ScopedModification<bool> set_true(&current_block_needs_variables_, true);
  VisitBlockBody<CanHavePhis::kYes, ForCloning::kYes, false>(
      input_block, added_block_phi_input);
 }
```

```
// {InlineOp} introduces two limitations unlike {CloneAndInlineBlock}:
// 1. The input operation must not be emitted anymore as part of its
// regular input block;
// 2. {InlineOp} must not be used multiple times for the same input op.
bool InlineOp(OpIndex index, const Block* input_block) {
  return VisitOpAndUpdateMapping<false>(index, input_block);
}

template <bool can_be_invalid = false>
OpIndex MapToNewGraph(OpIndex old_index,
int predecessor_index = -1) {
  DCHECK(old_index.valid());
  OpIndex result = op_mapping_[old_index];

  if (!result.valid()) {
    // {op_mapping} doesn't have a mapping for {old_index}. The
    // VariableReducer should provide the mapping.
    MaybeVariable var = GetVariableFor(old_index);
    if constexpr (can_be_invalid) {
      if (!var.has_value()) {
        return OpIndex::Invalid();
      }
    }
    DCHECK(var.has_value());
    if (predecessor_index == -1) {
      result = Asm().GetVariable(var.value());
    } else {
      result = Asm().GetPredecessorValue(var.value(), predecessor_index);
    }
  }

  DCHECK_IMPLIES(!can_be_invalid, result.valid());
  return result;
}

Block* MapToNewGraph(const Block* block) const {
  Block* new_block = block_mapping_[block->index()];
  DCHECK_NOT_NULL(new_block);
  return new_block;
}

// The block from the input graph that corresponds to the current block as a
// branch destination.
Such a block might not exist, and this function uses a
// trick to compute such a block in almost all cases, but might rarely fail
// and return `nullptr` instead.
const Block* OriginForBlockStart(Block* block) const {
```

```
  // Check that `block->origin_` is still valid as a block start and was not
  // changed to a semantically different block when inlining blocks.
  const Block* origin = block->origin_;
  if (origin && MapToNewGraph(origin) == block) return origin;
  return nullptr;
}

// Clone all of the blocks in {sub_graph} (which should be Blocks of the input
// graph). If `keep_loop_kinds` is true, the loop headers are preserved, and
// otherwise they are marked as Merge. An initial GotoOp jumping to the 1st
// block of `sub_graph` is always emitted. The output Block corresponding to
// the 1st block of `sub_graph` is returned.
template <class Set>
Block* CloneSubGraph(Set sub_graph, bool keep_loop_kinds,
                     bool is_loop_after_peeling
= false) {
  // The BlockIndex of the blocks of `sub_graph` should be sorted so that
  // visiting them in order is correct (all of the predecessors of a block
  // should always be visited before the block itself).
  DCHECK(std::is_sorted(sub_graph.begin(), sub_graph.end(),
                        [](const Block* a, const Block* b) {
                          return a->index().id() <= b->index().id();
                        }));

  // 1. Create new blocks, and update old->new mapping. This is required to
  // emit multiple times the blocks of {sub_graph}: if a block `B1` in
  // {sub_graph} ends with a Branch/Goto to a block `B2` that is also in
  // {sub_graph}, then this Branch/Goto should go to the version of `B2` that
  // this CloneSubGraph will insert, rather than to a version inserted by a
  // previous call to CloneSubGraph or the version that the regular
  // VisitAllBlock function will emit.
  ZoneVector<Block*> old_mappings(sub_graph.size(),
Asm().phase_zone());
  for (auto&& [input_block, old_mapping] :
       base::zip(sub_graph, old_mappings)) {
    old_mapping = block_mapping_[input_block->index()];
    Block::Kind kind = keep_loop_kinds && input_block->IsLoop()
                       ? Block::Kind::kLoopHeader
                       : Block::Kind::kMerge;
    block_mapping_[input_block->index()] =
        Asm().output_graph().NewBlock(kind, input_block);
  }

  // 2. Visit block in correct order (begin to end)

  // Emit a goto to 1st block.
  Block* start = block_mapping_[(*sub_graph.begin())->index()];
#ifdef DEBUG
```

```
  if (is_loop_after_peeling) start->set_has_peeled_iteration();
#endif
  Asm().Goto(start);
  // Visiting `sub_graph`.
  for (const Block* block : sub_graph) {
    blocks_needing_variables_.Add(block->index().id());
    VisitBlock<false>(block);
    ProcessWaitingCloningAndInlining<false>();
  }

  // 3. Restore initial old->new mapping
  for (auto&&
 [input_block, old_mapping] :
       base::zip(sub_graph, old_mappings)) {
    block_mapping_[input_block->index()] = old_mapping;
  }

  return start;
 }

 template <bool can_be_invalid = false>
 OptionalOpIndex MapToNewGraph(OptionalOpIndex old_index,
                               int predecessor_index = -1) {
  if (!old_index.has_value()) return OptionalOpIndex::Invalid();
  return MapToNewGraph<can_be_invalid>(old_index.value(), predecessor_index);
 }

 template <size_t expected_size>
 base::SmallVector<OpIndex, expected_size> MapToNewGraph(
    base::Vector<const OpIndex> inputs) {
  base::SmallVector<OpIndex, expected_size> result;
  for (OpIndex input : inputs) {
    result.push_back(MapToNewGraph(input));
  }
  return result;
 }

private:
 template <bool trace_reduction>
 void VisitAllBlocks() {
  base::SmallVector<const Block*, 128> visit_stack;

  visit_stack.push_back(&Asm().input_graph().StartBlock());
  while (!visit_stack.empty())
 {
    const Block* block = visit_stack.back();
    visit_stack.pop_back();
    VisitBlock<trace_reduction>(block);
```

```
    ProcessWaitingCloningAndInlining<trace_reduction>();

    for (Block* child = block->LastChild(); child != nullptr;
         child = child->NeighboringChild()) {
      visit_stack.push_back(child);
    }
  }
}

template <bool trace_reduction>
void VisitBlock(const Block* input_block) {
  current_block_needs_variables_ =
      blocks_needing_variables_.Contains(input_block->index().id());
  if constexpr (trace_reduction) {
    std::cout << "\nold " << PrintAsBlockHeader{*input_block} << "\n";
    std::cout << "new "
              << PrintAsBlockHeader{*MapToNewGraph(input_block),
                                    Asm().output_graph().next_block_index()}
              << "\n";
  }
  Block* new_block = MapToNewGraph(input_block);
  if (Asm().Bind(new_block)) {
    VisitBlockBody<CanHavePhis::kYes, ForCloning::kNo, trace_reduction>(
        input_block);
    if constexpr (trace_reduction) TraceBlockFinished();
  } else {
    if constexpr (trace_reduction) TraceBlockUnreachable();
  }

  // If we eliminate a loop backedge, we need to turn the loop into a
  // single-predecessor merge block.
  if (!turn_loop_without_backedge_into_merge_) return;
  const Operation& last_op = input_block->LastOperation(Asm().input_graph());
  if (auto* final_goto = last_op.TryCast<GotoOp>()) {
    if (final_goto->destination->IsLoop()) {
      if (input_block->index() >= final_goto->destination->index()) {
        Asm().FinalizeLoop(MapToNewGraph(final_goto->destination));
      } else {
        // We have a forward jump to a loop, rather than a backedge. We
        // don't need to do anything.
      }
    }
  }
}

enum class CanHavePhis { kNo, kYes };
enum class ForCloning { kNo, kYes };
```

```
template <CanHavePhis can_have_phis, ForCloning for_cloning,
          bool trace_reduction>
 void VisitBlockBody(const Block* input_block,
                     int added_block_phi_input = -1) {
  DCHECK_NOT_NULL(Asm().current_block());
  current_input_block_ = input_block;

  // Phis could be mutually recursive, for instance (in a loop header):
  //
  //     p1 = phi(a, p2)
  //     p2 = phi(b, p1)
  //
  // In this case, if we are currently unrolling the loop and visiting this
  // loop header that is now part of the loop body, then if we visit Phis
  // and emit new mapping (with CreateOldToNewMapping) as we go along, we
  // would visit p1 and emit a mapping saying "p1 = p2", and use this
  // mapping when visiting p2, then we'd map p2 to p2 instead of p1. To
  // overcome this issue, we first visit the Phis of the loop, emit the new
  // phis, and record the new mapping in a side-table ({new_phi_values}).
  // Then, we visit all of the operations of the loop and commit the new
  // mappings: phis were emitted before using the old
mapping, and all of
  // the other operations will use the new mapping (as they should).
  //
  // Note that Phis are not always at the begining of blocks, but when they
  // aren't, they can't have inputs from the current block (except on their
  // backedge for loop phis, but they start as PendingLoopPhis without
  // backedge input), so visiting all Phis first is safe.

  // Visiting Phis and collecting their new OpIndices.
  base::SmallVector<OpIndex, 64> new_phi_values;
  if constexpr (can_have_phis == CanHavePhis::kYes) {
    for (OpIndex index : Asm().input_graph().OperationIndices(*input_block)) {
      if (ShouldSkipOperation(Asm().input_graph().Get(index))) continue;
      DCHECK_NOT_NULL(Asm().current_block());
      if (Asm().input_graph().Get(index).template Is<PhiOp>()) {
        OpIndex new_index;
        if constexpr (for_cloning == ForCloning::kYes) {
          // When cloning a block, it only has a single predecessor, and Phis

    // should therefore be removed and be replaced by the input
          // corresponding to this predecessor.
          DCHECK_NE(added_block_phi_input, -1);
          // This Phi has been cloned/inlined, and has thus now a single
          // predecessor, and shouldn't be a Phi anymore.
          new_index = MapToNewGraph(
              Asm().input_graph().Get(index).input(added_block_phi_input));
        } else {
```

```
          new_index =
              VisitOpNoMappingUpdate<trace_reduction>(index, input_block);
          }
          new_phi_values.push_back(new_index);
          if (!Asm().current_block()) {
            // A reducer has detected, based on the Phis of the block that were
            // visited so far, that we are in unreachable code (or, less likely,
            // decided, based on some Phis only, to jump away from this block?).
            return;
          }
        }
      }
    }
    DCHECK_NOT_NULL(Asm().current_block());

    // Visiting everything,
  updating Phi mappings, and emitting non-phi
    // operations.
    int phi_num = 0;
    bool stopped_early = false;
    for (OpIndex index : base::IterateWithoutLast(
            Asm().input_graph().OperationIndices(*input_block))) {
      if (ShouldSkipOperation(Asm().input_graph().Get(index))) continue;
      const Operation& op = Asm().input_graph().Get(index);
      if constexpr (can_have_phis == CanHavePhis::kYes) {
        if (op.Is<PhiOp>()) {
          CreateOldToNewMapping(index, new_phi_values[phi_num++]);
          continue;
        }
      }
      // Blocks with a single predecessor (for which CanHavePhis might be kNo)
      // can still have phis if they used to be loop header that were turned
      // into regular blocks.
      DCHECK_IMPLIES(op.Is<PhiOp>(), op.input_count == 1);

      if (!VisitOpAndUpdateMapping<trace_reduction>(index, input_block)) {
        stopped_early = true;
        break;
      }
    }
    // If the last operation of the loop above (= the
  one-before-last operation
    // of the block) was lowered to an unconditional deopt/trap/something like
    // that, then current_block will now be null, and there is no need visit the
    // last operation of the block.
    if (stopped_early || Asm().current_block() == nullptr) return;

    // The final operation (which should be a block terminator) of the block
```

```
  // is processed separately, because if it's a Goto to a block with a
  // single predecessor, we'll inline it. (we could have had a check `if (op
  // is a Goto)` in the loop above, but since this can only be true for the
  // last operation, we instead extracted it here to make things faster).
  const Operation& terminator =
      input_block->LastOperation(Asm().input_graph());
  DCHECK(terminator.IsBlockTerminator());
  VisitBlockTerminator<trace_reduction>(terminator, input_block);
 }

 template <bool trace_reduction>
 bool VisitOpAndUpdateMapping(OpIndex index, const Block* input_block) {
  if (Asm().current_block()
 == nullptr) return false;
  OpIndex new_index =
      VisitOpNoMappingUpdate<trace_reduction>(index, input_block);
  const Operation& op = Asm().input_graph().Get(index);
  if (CanBeUsedAsInput(op) && new_index.valid()) {
    CreateOldToNewMapping(index, new_index);
  }
  return true;
 }

 template <bool trace_reduction>
 OpIndex VisitOpNoMappingUpdate(OpIndex index, const Block* input_block) {
  Block* current_block = Asm().current_block();
  DCHECK_NOT_NULL(current_block);
  Asm().SetCurrentOrigin(index);
  current_block->SetOrigin(input_block);
  OpIndex first_output_index = Asm().output_graph().next_operation_index();
  USE(first_output_index);
  const Operation& op = Asm().input_graph().Get(index);
  if constexpr (trace_reduction) TraceReductionStart(index);
  if (ShouldSkipOperation(op)) {
    if constexpr (trace_reduction) TraceOperationSkipped();
    return OpIndex::Invalid();
  }
  OpIndex new_index;
  switch (op.opcode)
 {
 #define EMIT_INSTR_CASE(Name)                                    \
  case Opcode::k##Name:                                           \
   if (MayThrow(Opcode::k##Name)) return OpIndex::Invalid();      \
   new_index = Asm().ReduceInputGraph##Name(index, op.Cast<Name##Op>()); \
   break;
     TURBOSHAFT_OPERATION_LIST(EMIT_INSTR_CASE)
 #undef EMIT_INSTR_CASE
   }
```

```
  if constexpr (trace_reduction) {
    if (CanBeUsedAsInput(op) && !new_index.valid()) {
      TraceOperationSkipped();
    } else {
      TraceReductionResult(current_block, first_output_index, new_index);
    }
  }
#ifdef DEBUG
  DCHECK_IMPLIES(new_index.valid(),
                 Asm().output_graph().BelongsToThisGraph(new_index));
  if (V8_UNLIKELY(v8_flags.turboshaft_verify_reductions)) {
    if (new_index.valid()) {
      const Operation& new_op = Asm().output_graph().Get(new_index);
      if (!new_op.Is<TupleOp>()) {
        // Checking that the outputs_rep
 of the new operation are the same as
        // the old operation. (except for tuples, since they don't have
        // outputs_rep)
        DCHECK_EQ(new_op.outputs_rep().size(), op.outputs_rep().size());
        for (size_t i = 0; i < new_op.outputs_rep().size(); ++i) {
          DCHECK(new_op.outputs_rep()[i].AllowImplicitRepresentationChangeTo(
              op.outputs_rep()[i]));
        }
      }
      Asm().Verify(index, new_index);
    }
  }
#endif  // DEBUG
  return new_index;
 }

 template <bool trace_reduction>
 void VisitBlockTerminator(const Operation& terminator,
                           const Block* input_block) {
  if (Asm().CanAutoInlineBlocksWithSinglePredecessor() &&
      terminator.Is<GotoOp>()) {
    Block* destination = terminator.Cast<GotoOp>().destination;
    if (destination->PredecessorCount() == 1) {
      block_to_inline_now_ = destination;
      return;
    }
  }
  // Just going through the regular VisitOp
 function.
  OpIndex index = Asm().input_graph().Index(terminator);
  VisitOpAndUpdateMapping<trace_reduction>(index, input_block);
 }
```

```
template <bool trace_reduction>
void ProcessWaitingCloningAndInlining() {
  InlineWaitingBlock<trace_reduction>();
  while (!blocks_to_clone_.empty()) {
    BlockToClone item = blocks_to_clone_.back();
    blocks_to_clone_.pop_back();
    DoCloneBlock<trace_reduction>(
        item.input_block, item.added_block_phi_input, item.new_output_block);
    InlineWaitingBlock<trace_reduction>();
  }
}

template <bool trace_reduction>
void InlineWaitingBlock() {
  while (block_to_inline_now_) {
    Block* input_block = block_to_inline_now_;
    block_to_inline_now_ = nullptr;
    ScopedModification<bool> set_true(&current_block_needs_variables_, true);
    if constexpr (trace_reduction) {
      std::cout << "Inlining " << PrintAsBlockHeader{*input_block} << "\n";
    }
    VisitBlockBody<CanHavePhis::kNo, ForCloning::kNo,
trace_reduction>(
        input_block);
  }
}

template <bool trace_reduction>
void DoCloneBlock(const Block* input_block, int added_block_phi_input,
                  Block* output_block) {
  DCHECK_EQ(output_block->PredecessorCount(), 1);
  if constexpr (trace_reduction) {
    std::cout << "\nCloning old " << PrintAsBlockHeader{*input_block} << "\n";
    std::cout << "As new "
              << PrintAsBlockHeader{*output_block,
                                    Asm().output_graph().next_block_index()}
              << "\n";
  }

  ScopedModification<bool> set_true(&current_block_needs_variables_, true);

  Asm().BindReachable(output_block);
  VisitBlockBody<CanHavePhis::kYes, ForCloning::kYes, trace_reduction>(
      input_block, added_block_phi_input);

  if constexpr (trace_reduction) TraceBlockFinished();
}
```

```
void TraceReductionStart(OpIndex index) {
  std::cout << " o" << index.id() << ": "
            << PaddingSpace{5 - CountDecimalDigits(index.id())}
             << OperationPrintStyle{Asm().input_graph().Get(index), "#o"}
            << "\n";
}
void TraceOperationSkipped() { std::cout << "> skipped\n\n"; }
void TraceBlockUnreachable() { std::cout << "> unreachable\n\n"; }
void TraceReductionResult(Block* current_block, OpIndex first_output_index,
                          OpIndex new_index) {
  if (new_index < first_output_index) {
    // The operation was replaced with an already existing one.
    std::cout << "> #n" << new_index.id() << "\n";
  }
  bool before_arrow = new_index >= first_output_index;
  for (const Operation& op : Asm().output_graph().operations(
           first_output_index, Asm().output_graph().next_operation_index())) {
    OpIndex index = Asm().output_graph().Index(op);
    const char* prefix;
    if (index == new_index) {
      prefix = ">";
      before_arrow = false;
    } else if (before_arrow) {
      prefix = "  ";
    } else {

  prefix = "   ";
    }
    std::cout << prefix << " n" << index.id() << ": "
              << PaddingSpace{5 - CountDecimalDigits(index.id())}
              << OperationPrintStyle{Asm().output_graph().Get(index), "#n"}
              << "\n";
    if (op.IsBlockTerminator() && Asm().current_block() &&
        Asm().current_block() != current_block) {
      current_block = &Asm().output_graph().Get(
          BlockIndex(current_block->index().id() + 1));
      std::cout << "new " << PrintAsBlockHeader{*current_block} << "\n";
    }
  }
  std::cout << "\n";
}
void TraceBlockFinished() { std::cout << "\n"; }

// These functions take an operation from the old graph and use the assembler
// to emit a corresponding operation in the new graph, translating inputs and
// blocks accordingly.
V8_INLINE OpIndex AssembleOutputGraphGoto(const GotoOp& op) {
  Block* destination = MapToNewGraph(op.destination);
```

```
  if (op.is_backedge) {
    DCHECK(destination->IsBound());
     DCHECK(destination->IsLoop());
    FixLoopPhis(op.destination);
  }
  // It is important that we first fix loop phis and then reduce the `Goto`,
  // because reducing the `Goto` can have side effects, in particular, it can
  // modify affect the SnapshotTable of `VariableReducer`, which is also used
  // by `FixLoopPhis()`.
  Asm().ReduceGoto(destination, op.is_backedge);
  return OpIndex::Invalid();
}
V8_INLINE OpIndex AssembleOutputGraphBranch(const BranchOp& op) {
  Block* if_true = MapToNewGraph(op.if_true);
  Block* if_false = MapToNewGraph(op.if_false);
  return Asm().ReduceBranch(MapToNewGraph(op.condition()), if_true, if_false,
                            op.hint);
}
OpIndex AssembleOutputGraphSwitch(const SwitchOp& op) {
  base::SmallVector<SwitchOp::Case, 16> cases;
  for (SwitchOp::Case c : op.cases) {
    cases.emplace_back(c.value, MapToNewGraph(c.destination), c.hint);
  }
  return Asm().ReduceSwitch(
      MapToNewGraph(op.input()),
       Asm().graph_zone()->CloneVector(base::VectorOf(cases)),
      MapToNewGraph(op.default_case), op.default_hint);
}
OpIndex AssembleOutputGraphPhi(const PhiOp& op) {
  if (op.input_count == 1) {
    // If, in the previous CopyingPhase, a loop header was turned into a
    // regular blocks, its PendingLoopPhis became Phis with a single input. We
    // can now just get rid of these Phis.
    return MapToNewGraph(op.input(0));
  }

  OpIndex ig_index = Asm().input_graph().Index(op);
  if (Asm().current_block()->IsLoop()) {
    DCHECK_EQ(op.input_count, 2);
    if (ig_index == op.input(PhiOp::kLoopPhiBackEdgeIndex)) {
      // Avoid emitting a Loop Phi which points to itself, instead
      // emit it's 0'th input.
      return MapToNewGraph(op.input(0));
    }
    return Asm().PendingLoopPhi(MapToNewGraph(op.input(0)), op.rep);
  }

  base::Vector<const OpIndex> old_inputs = op.inputs();
```

```
 base::SmallVector<OpIndex, 64>
new_inputs;
 int predecessor_count = Asm().current_block()->PredecessorCount();
 Block* old_pred = current_input_block_->LastPredecessor();
 Block* new_pred = Asm().current_block()->LastPredecessor();
 // Control predecessors might be missing after the optimization phase. So we
 // need to skip phi inputs that belong to control predecessors that have no
 // equivalent in the new graph.

 // We first assume that the order if the predecessors of the current block
 // did not change. If it did, {new_pred} won't be nullptr at the end of this
 // loop, and we'll instead fall back to the slower code below to compute the
 // inputs of the Phi.
 int predecessor_index = predecessor_count - 1;
 for (OpIndex input : base::Reversed(old_inputs)) {
  if (new_pred && new_pred->OriginForBlockEnd() == old_pred) {
   // Phis inputs have to come from predecessors. We thus have to
   // MapToNewGraph with {predecessor_index} so that we get an OpIndex that
    // is from a predecessor rather than one that comes from a Variable
   // merged in the current block.
   new_inputs.push_back(MapToNewGraph(input, predecessor_index));
   new_pred = new_pred->NeighboringPredecessor();
   predecessor_index--;
  }
  old_pred = old_pred->NeighboringPredecessor();
 }
 DCHECK_IMPLIES(new_pred == nullptr, old_pred == nullptr);

 if (new_pred != nullptr) {
  // If {new_pred} is not nullptr, then the order of the predecessors
  // changed. This should only happen with blocks that were introduced in
  // the previous graph. For instance, consider this (partial) dominator
  // tree:
  //
  //      7
  //       8
  //       10
  //      9
  //      11
  //
  // Where the predecessors of block 11 are blocks 9 and 10 (in that order).
  // In dominator visit order, block 10 will be visited before block 9.
  // Since blocks are added to predecessors when the predecessors
are
  // visited, it means that in the new graph, the predecessors of block 11
  // are [10, 9] rather than [9, 10].
  // To account for this, we reorder the inputs of the Phi, and get rid of
  // inputs from blocks that vanished.
```

```
#ifdef DEBUG
    // To check that indices are set properly, we zap them in debug builds.
    for (auto& block : Asm().modifiable_input_graph().blocks()) {
      block.clear_custom_data();
    }
#endif
    uint32_t pos = current_input_block_->PredecessorCount() - 1;
    for (old_pred = current_input_block_->LastPredecessor();
         old_pred != nullptr; old_pred = old_pred->NeighboringPredecessor()) {
      // Store the current index of the {old_pred}.
      old_pred->set_custom_data(pos--, Block::CustomDataKind::kPhiInputIndex);
    }

    // Filling {new_inputs}: we iterate the new predecessors, and, for each
    // predecessor, we check the index of the input corresponding to the old
    // predecessor, and
 we put it next in {new_inputs}.
    new_inputs.clear();
    int predecessor_index = predecessor_count - 1;
    for (new_pred = Asm().current_block()->LastPredecessor();
         new_pred != nullptr; new_pred = new_pred->NeighboringPredecessor()) {
      const Block* origin = new_pred->OriginForBlockEnd();
      DCHECK_NOT_NULL(origin);
      OpIndex input = old_inputs[origin->get_custom_data(
          Block::CustomDataKind::kPhiInputIndex)];
      // Phis inputs have to come from predecessors. We thus have to
      // MapToNewGraph with {predecessor_index} so that we get an OpIndex that
      // is from a predecessor rather than one that comes from a Variable
      // merged in the current block.
      new_inputs.push_back(MapToNewGraph(input, predecessor_index));
      predecessor_index--;
    }
  }

  DCHECK_EQ(new_inputs.size(), Asm().current_block()->PredecessorCount());

  if (new_inputs.size() == 1) {
    // This Operation used to be a Phi
 in a Merge, but since one (or more) of
    // the inputs of the merge have been removed, there is no need for a Phi
    // anymore.
    return new_inputs[0];
  }

  std::reverse(new_inputs.begin(), new_inputs.end());
  return Asm().ReducePhi(base::VectorOf(new_inputs), op.rep);
}
```

```
 OpIndex AssembleOutputGraphPendingLoopPhi(const PendingLoopPhiOp& op) {
  UNREACHABLE();
 }
 V8_INLINE OpIndex AssembleOutputGraphFrameState(const FrameStateOp& op) {
  auto inputs = MapToNewGraph<32>(op.inputs());
  return Asm().ReduceFrameState(base::VectorOf(inputs), op.inlined, op.data);
 }
 OpIndex AssembleOutputGraphCall(const CallOp& op) {
  OpIndex callee = MapToNewGraph(op.callee());
  OptionalOpIndex frame_state = MapToNewGraph(op.frame_state());
  auto arguments = MapToNewGraph<16>(op.arguments());
  return Asm().ReduceCall(callee, frame_state, base::VectorOf(arguments),
                          op.descriptor, op.Effects());
 }
 OpIndex AssembleOutputGraphDidntThrow(const
 DidntThrowOp& op) {
  const Operation& throwing_operation =
      Asm().input_graph().Get(op.throwing_operation());
  OpIndex result;
  switch (throwing_operation.opcode) {
#define CASE(Name)                                      \
 case Opcode::k##Name:                                  \
  result = Asm().ReduceInputGraph##Name(                \
      op.throwing_operation(), throwing_operation.Cast<Name##Op>()); \
  break;
    TURBOSHAFT_THROWING_OPERATIONS_LIST(CASE)
#undef CASE
    default:
      UNREACHABLE();
  }
  return result;
 }
 OpIndex AssembleOutputGraphCheckException(const CheckExceptionOp& op) {
  Graph::OpIndexIterator it(op.didnt_throw_block->begin(),
                            &Asm().input_graph());
  Graph::OpIndexIterator end(op.didnt_throw_block->end(),
                             &Asm().input_graph());
  // To translate `CheckException` to the new graph, we reduce the throwing
   // operation (actually it's `DidntThrow` operation, but that triggers the
  // actual reduction) with a catch scope. If the reduction replaces the
  // throwing operation with other throwing operations, all of them will be
  // connected to the provided catch block. The reduction should automatically
  // bind a block that represents non-throwing control flow of the original
  // operation, so we can inline the rest of the `didnt_throw` block.
  {
   CatchScope scope(Asm(), MapToNewGraph(op.catch_block));
   DCHECK(Asm().input_graph().Get(*it).template Is<DidntThrowOp>());
   if (!Asm().InlineOp(*it, op.didnt_throw_block)) {
```

```
      return OpIndex::Invalid();
    }
    ++it;
  }
  for (; it != end; ++it) {
    // Using `InlineOp` requires that the inlined operation is not emitted
    // multiple times. This is the case here because we just removed the
    // single predecessor of `didnt_throw_block`.
    if (!Asm().InlineOp(*it, op.didnt_throw_block))
{
      break;
    }
  }
  return OpIndex::Invalid();
}

void CreateOldToNewMapping(OpIndex old_index, OpIndex new_index) {
  DCHECK(old_index.valid());
  DCHECK(Asm().input_graph().BelongsToThisGraph(old_index));
  DCHECK_IMPLIES(new_index.valid(),
                 Asm().output_graph().BelongsToThisGraph(new_index));

  if (current_block_needs_variables_) {
    MaybeVariable var = GetVariableFor(old_index);
    if (!var.has_value()) {
      MaybeRegisterRepresentation rep =
          Asm().input_graph().Get(old_index).outputs_rep().size() == 1
              ? static_cast<const MaybeRegisterRepresentation&>(
                    Asm().input_graph().Get(old_index).outputs_rep()[0])
              : MaybeRegisterRepresentation::None();
      var = Asm().NewLoopInvariantVariable(rep);
      SetVariableFor(old_index, *var);
    }
    Asm().SetVariable(*var, new_index);
    return;
  }

  DCHECK(!op_mapping_[old_index].valid());

  op_mapping_[old_index] = new_index;
}

MaybeVariable GetVariableFor(OpIndex old_index) const {
  return old_opindex_to_variables[old_index];
}

void SetVariableFor(OpIndex old_index, MaybeVariable var) {
  DCHECK(!old_opindex_to_variables[old_index].has_value());
```

```
  old_opindex_to_variables[old_index] = var;
}

void FixLoopPhis(Block* input_graph_loop) {
  DCHECK(input_graph_loop->IsLoop());
  Block* output_graph_loop = MapToNewGraph(input_graph_loop);
  DCHECK(output_graph_loop->IsLoop());
  for (const Operation& op : Asm().input_graph().operations(
          input_graph_loop->begin(), input_graph_loop->end())) {
    if (auto* input_phi = op.TryCast<PhiOp>()) {
      OpIndex phi_index =
          MapToNewGraph<true>(Asm().input_graph().Index(*input_phi));
      if (!phi_index.valid() || !output_graph_loop->Contains(phi_index)) {
        // Unused phis are skipped, so they are not be mapped to anything in
        // the new graph. If the phi is
reduced to an operation from a
        // different block, then there is no loop phi in the current loop
        // header to take care of.
        continue;
      }
      Asm().FixLoopPhi(*input_phi, phi_index, output_graph_loop);
    }
  }
}

Graph& input_graph_;

const Block* current_input_block_;

// Mappings from old OpIndices to new OpIndices.
FixedOpIndexSidetable<OpIndex> op_mapping_;

// Mappings from old blocks to new blocks.
FixedBlockSidetable<Block*> block_mapping_;

// {current_block_needs_variables_} is set to true if the current block should
// use Variables to map old to new OpIndex rather than just {op_mapping}. This
// is typically the case when the block has been cloned.
bool current_block_needs_variables_ = false;

// When {turn_loop_without_backedge_into_merge_} is true (the default), when
// processing an input block that ended with a loop backedge but doesn't
// anymore, the loop header is turned into a regular merge. This
can be turned
// off when unrolling a loop for instance.
bool turn_loop_without_backedge_into_merge_ = true;

// Set of Blocks for which Variables should be used rather than
```

```
 // {op_mapping}.
 BitVector blocks_needing_variables_;

 // Mapping from old OpIndex to Variables.
 FixedOpIndexSidetable<MaybeVariable> old_opindex_to_variables;

 // When the last operation of a Block is a Goto to a Block with a single
 // predecessor, we always inline the destination into the current block. To
 // avoid making this process recursive (which could lead to stack overflows),
 // we set the variable {block_to_inline_now_} instead. Right after we're done
 // visiting a Block, the function ProcessWaitingCloningAndInlining will inline
 // {block_to_inline_now_} (if it's set) in a non-recursive way.
 Block* block_to_inline_now_ = nullptr;

 // When a Reducer wants to clone a block (for instance,
 // BranchEliminationReducer, in order to remove Phis or to replace a Branch by
 // a
 Goto), this block is not cloned right away, in order to avoid recursion
 // (which could lead to stack overflows). Instead, we add this block to
 // {blocks_to_clone_}. Right after we're done visiting a Block, the function
 // ProcessWaitingCloningAndInlining will actually clone the blocks in
 // {blocks_to_clone_} in a non-recursive way.
 struct BlockToClone {
   const Block* input_block;
   int added_block_phi_input;
   Block* new_output_block;
 };
 ZoneVector<BlockToClone> blocks_to_clone_;

#ifdef DEBUG
 // Recursively inlining blocks is still allowed (mainly for
 // LoopUnrollingReducer), but it shouldn't be actually recursive. This is
 // checked by the {is_in_recursive_inlining_}, which is set to true while
 // recursively inlining a block. Trying to inline a block while
 // {is_in_recursive_inlining_} is true will lead to a DCHECK failure.
 bool is_in_recursive_inlining_ = false;
#endif
};

template <template <class> class... Reducers>
class TSAssembler;

template
 <template <class> class... Reducers>
class CopyingPhaseImpl {
public:
 static void Run(Graph& input_graph, Zone* phase_zone,
                 bool trace_reductions = false) {
```

```
  TSAssembler<GraphVisitor, Reducers...> phase(
      input_graph, input_graph.GetOrCreateCcompanion(), phase_zone);
#ifdef DEBUG
  if (trace_reductions) {
    phase.template VisitGraph<true>();
  } else {
    phase.template VisitGraph<false>();
  }
#else
  phase.template VisitGraph<false>();
#endif  // DEBUG
 }
};

template <template <typename> typename... Reducers>
class CopyingPhase {
public:
 static void Run(Zone* phase_zone) {
  PipelineData& data = PipelineData::Get();
  Graph& input_graph = data.graph();
  CopyingPhaseImpl<Reducers...>::Run(
      input_graph, phase_zone, data.info()->turboshaft_trace_reduction());
 }
};

}  // namespace v8::internal::compiler::turboshaft

#endif  // V8_COMPILER_TURBOSHAFT_COPYING_PHASE_H_
<!-- DO NOT EDIT! Generated by `%(generating_script_filename)s --spec %(spec_directory)s/` -->
{
 'variables': {
  'openssl_sources': [
    'openssl/crypto/aes/aes_cbc.c',
    'openssl/crypto/aes/aes_core.c',
    'openssl/crypto/aes/aes_ecb.c',
    'openssl/crypto/aes/aes_misc.c',
    'openssl/crypto/bn/bn_add.c',
    'openssl/crypto/bn/bn_asm.c',
    'openssl/crypto/bn/bn_blind.c',
    'openssl/crypto/bn/bn_const.c',
    'openssl/crypto/bn/bn_conv.c',
    'openssl/crypto/bn/bn_ctx.c',
    'openssl/crypto/bn/bn_dh.c',
    'openssl/crypto/bn/bn_div.c',
    'openssl/crypto/bn/bn_exp.c',
    'openssl/crypto/bn/bn_exp2.c',
    'openssl/crypto/bn/bn_gcd.c',
    'openssl/crypto/bn/bn_gf2m.c',
```

'openssl/crypto/bn/bn_intern.c',
'openssl/crypto/bn/bn_kron.c',
'openssl/crypto/bn/bn_lib.c',
'openssl/crypto/bn/bn_mod.c',
'openssl/crypto/bn/bn_mont.c',
'openssl/crypto/bn/bn_mpi.c',
'openssl/crypto/bn/bn_mul.c',
'openssl/crypto/bn/bn_nist.c',
'openssl/crypto/bn/bn_prime.c',
'openssl/crypto/bn/bn_rand.c',
'openssl/crypto/bn/bn_recp.c',
'openssl/crypto/bn/bn_rsa_fips186_4.c',
'openssl/crypto/bn/bn_shift.c',
'openssl/crypto/bn/bn_sqr.c',
'openssl/crypto/bn/bn_sqrt.c',
'openssl/crypto/bn/bn_word.c',
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'openssl/crypto/cmac/cmac.c',
'openssl/crypto/des/des_enc.c',
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'openssl/crypto/des/fcrypt_b.c',
'openssl/crypto/des/set_key.c',
'openssl/crypto/dh/dh_backend.c',
'openssl/crypto/dh/dh_check.c',
'openssl/crypto/dh/dh_gen.c',
'openssl/crypto/dh/dh_group_params.c',
'openssl/crypto/dh/dh_kdf.c',
'openssl/crypto/dh/dh_key.c',
'openssl/crypto/dh/dh_lib.c',
'openssl/crypto/dsa/dsa_backend.c',
'openssl/crypto/dsa/dsa_check.c',
'openssl/crypto/dsa/dsa_gen.c',
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'openssl/crypto/dsa/dsa_ossl.c',
'openssl/crypto/dsa/dsa_sign.c',
'openssl/crypto/dsa/dsa_vrf.c',
'openssl/crypto/ec/curve448/arch_32/f_impl32.c',
'openssl/crypto/ec/curve448/arch_64/f_impl64.c',
'openssl/crypto/ec/curve448/curve448.c',
'openssl/crypto/ec/curve448/curve448_tables.c',
'openssl/crypto/ec/curve448/eddsa.c',
'openssl/crypto/ec/curve448/f_generic.c',
'openssl/crypto/ec/curve448/scalar.c',
'openssl/crypto/ec/curve25519.c',
'openssl/crypto/ec/ec2_oct.c',
'openssl/crypto/ec/ec2_smpl.c',
'openssl/crypto/ec/ec_asn1.c',

```
  'openssl/crypto/ec/ec_backend.c',
  'openssl/crypto/ec/ec_check.c',
  'openssl/crypto/ec/ec_curve.c',
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  'openssl/crypto/ec/ec_key.c',
  'openssl/crypto/ec/ec_kmeth.c',
  'openssl/crypto/ec/ec_lib.c',
  'openssl/crypto/ec/ec_mult.c',
  'openssl/crypto/ec/ec_oct.c',
  'openssl/crypto/ec/ecdh_kdf.c',
  'openssl/crypto/ec/ecdh_ossl.c',
  'openssl/crypto/ec/ecdsa_ossl.c',

 'openssl/crypto/ec/ecdsa_sign.c',
  'openssl/crypto/ec/ecdsa_vrf.c',
  'openssl/crypto/ec/ecp_mont.c',
  'openssl/crypto/ec/ecp_nist.c',
  'openssl/crypto/ec/ecp_oct.c',
  'openssl/crypto/ec/ecp_smpl.c',
  'openssl/crypto/ec/ecx_backend.c',
  'openssl/crypto/ec/ecx_key.c',
  'openssl/crypto/evp/asymcipher.c',
  'openssl/crypto/evp/dh_support.c',
  'openssl/crypto/evp/digest.c',
  'openssl/crypto/evp/ec_support.c',
  'openssl/crypto/evp/evp_enc.c',
  'openssl/crypto/evp/evp_fetch.c',
  'openssl/crypto/evp/evp_lib.c',
  'openssl/crypto/evp/evp_rand.c',
  'openssl/crypto/evp/evp_utils.c',
  'openssl/crypto/evp/exchange.c',
  'openssl/crypto/evp/kdf_lib.c',
  'openssl/crypto/evp/kdf_meth.c',
  'openssl/crypto/evp/kem.c',
  'openssl/crypto/evp/keymgmt_lib.c',
  'openssl/crypto/evp/keymgmt_meth.c',
  'openssl/crypto/evp/m_sigver.c',
  'openssl/crypto/evp/mac_lib.c',
  'openssl/crypto/evp/mac_meth.c',
   'openssl/crypto/evp/p_lib.c',
  'openssl/crypto/evp/pmeth_check.c',
  'openssl/crypto/evp/pmeth_gn.c',
  'openssl/crypto/evp/pmeth_lib.c',
  'openssl/crypto/evp/signature.c',
  'openssl/crypto/ffc/ffc_backend.c',
  'openssl/crypto/ffc/ffc_dh.c',
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  'openssl/crypto/ffc/ffc_key_validate.c',
```

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  'openssl/crypto/ffc/ffc_params_validate.c',
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  'openssl/crypto/lhash/lhash.c',
  'openssl/crypto/asn1_dsa.c',
  'openssl/crypto/bsearch.c',
  'openssl/crypto/context.c',
  'openssl/crypto/core_algorithm.c',
  'openssl/crypto/core_fetch.c',
  'openssl/crypto/core_namemap.c',
  'openssl/crypto/cpuid.c',
  'openssl/crypto/cryptlib.c',
  'openssl/crypto/ctype.c',
  'openssl/crypto/der_writer.c',
  'openssl/crypto/ex_data.c',
  'openssl/crypto/initthread.c',
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  'openssl/crypto/o_str.c',
  'openssl/crypto/packet.c',
  'openssl/crypto/param_build.c',
  'openssl/crypto/param_build_set.c',
  'openssl/crypto/params.c',
  'openssl/crypto/params_dup.c',
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  'openssl/crypto/modes/wrap128.c',
  'openssl/crypto/modes/xts128.c',
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```
    'openssl/providers/common/der/der_ec_sig.c',
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    'openssl/providers/common/provider_err.c',
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    'openssl/providers/implementations/ciphers/ciphercommon_gcm.c',
    'openssl/providers/implementations/ciphers/ciphercommon_gcm_hw.c',
    'openssl/providers/implementations/ciphers/ciphercommon_hw.c',
    'openssl/providers/implementations/digests/digestcommon.c',
    'openssl/ssl/record/tls_pad.c',
    'openssl/providers/fips/fips_entry.c',

  ],
  'openssl_sources_BSD-x86': [
    './config/archs/BSD-x86/no-asm/providers/common/der/der_sm2_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_digests_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_dsa_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_ec_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_ecx_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_rsa_gen.c',
    './config/archs/BSD-x86/no-asm/providers/common/der/der_wrap_gen.c',
     './config/archs/BSD-x86/no-asm/providers/legacy.ld',
    './config/archs/BSD-x86/no-asm/providers/fips.ld',

  ],
  'openssl_defines_BSD-x86': [
    'NDEBUG',
    'L_ENDIAN',
    'OPENSSL_BUILDING_OPENSSL',
    'FIPS_MODULE',
    'FIPS_MODULE',
  ],
  'openssl_cflags_BSD-x86': [
    '-Wall -O3 -fomit-frame-pointer',
    '-pthread',
    '-Wall -O3 -fomit-frame-pointer',
  ],
  'openssl_ex_libs_BSD-x86': [
    '-pthread',
  ],
  'linker_script': ''
},
'include_dirs': [
  '.',
```

```
  './include',
  './crypto',
  './crypto/include/internal',
  './providers/common/include',
 ],
 'defines': ['<@(openssl_defines_BSD-x86)'],
 'cflags': ['<@(openssl_cflags_BSD-x86)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86)'],

 'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86)'],
 'direct_dependent_settings': {
  'include_dirs': ['./include', '.'],
  'defines': ['<@(openssl_defines_BSD-x86)'],
 },
}
```

This license applies to parts of libuv originating from the
https://github.com/joyent/libuv repository:

====

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====

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```
 - inet_pton and inet_ntop implementations, contained in src/inet.c, are
   copyright the Internet Systems Consortium, Inc., and licensed under the ISC
   license.
{
 'variables': {
   'openssl_defines_BSD-x86_64': [
     'NDEBUG',
     'L_ENDIAN',
     'OPENSSL_BUILDING_OPENSSL',
     'AES_ASM',
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     'CMLL_ASM',
     'ECP_NISTZ256_ASM',
     'GHASH_ASM',
     'KECCAK1600_ASM',
     'MD5_ASM',
     'OPENSSL_BN_ASM_GF2m',
     'OPENSSL_BN_ASM_MONT',
     'OPENSSL_BN_ASM_MONT5',
     'OPENSSL_CPUID_OBJ',
     'OPENSSL_IA32_SSE2',
     'PADLOCK_ASM',
     'POLY1305_ASM',
     'RC4_ASM',
     'SHA1_ASM',
     'SHA256_ASM',
     'SHA512_ASM',
     'VPAES_ASM',
     'WHIRLPOOL_ASM',
     'X25519_ASM',
     'OPENSSL_PIC',
   ],
   'openssl_cflags_BSD-x86_64': [
     '-Wa,--noexecstack',
     '-Wall -O3',
     '-pthread',
     '-Wall -O3',
   ],
   'openssl_ex_libs_BSD-x86_64': [
     '-pthread',
   ],
   'openssl_cli_srcs_BSD-x86_64': [
     'openssl/apps/lib/cmp_mock_srv.c',
     'openssl/apps/asn1parse.c',
     'openssl/apps/ca.c',
     'openssl/apps/ciphers.c',
     'openssl/apps/cmp.c',
```

```
 'openssl/apps/cms.c',
  'openssl/apps/crl.c',
  'openssl/apps/crl2pkcs7.c',
  'openssl/apps/dgst.c',
  'openssl/apps/dhparam.c',
  'openssl/apps/dsa.c',
  'openssl/apps/dsaparam.c',
  'openssl/apps/ec.c',
  'openssl/apps/ecparam.c',
  'openssl/apps/enc.c',
  'openssl/apps/engine.c',
  'openssl/apps/errstr.c',
  'openssl/apps/fipsinstall.c',
  'openssl/apps/gendsa.c',
  'openssl/apps/genpkey.c',
  'openssl/apps/genrsa.c',
  'openssl/apps/info.c',
  'openssl/apps/kdf.c',
  'openssl/apps/list.c',
  'openssl/apps/mac.c',
  'openssl/apps/nseq.c',
  'openssl/apps/ocsp.c',
  'openssl/apps/openssl.c',
  'openssl/apps/passwd.c',
  'openssl/apps/pkcs12.c',
  'openssl/apps/pkcs7.c',
  'openssl/apps/pkcs8.c',
  'openssl/apps/pkey.c',
  'openssl/apps/pkeyparam.c',
  'openssl/apps/pkeyutl.c',
  'openssl/apps/prime.c',
  './config/archs/BSD-x86_64/asm_avx2/apps/progs.c',

'openssl/apps/rand.c',
  'openssl/apps/rehash.c',
  'openssl/apps/req.c',
  'openssl/apps/rsa.c',
  'openssl/apps/rsautl.c',
  'openssl/apps/s_client.c',
  'openssl/apps/s_server.c',
  'openssl/apps/s_time.c',
  'openssl/apps/sess_id.c',
  'openssl/apps/smime.c',
  'openssl/apps/speed.c',
  'openssl/apps/spkac.c',
  'openssl/apps/srp.c',
  'openssl/apps/storeutl.c',
```

```
    'openssl/apps/ts.c',
    'openssl/apps/verify.c',
    'openssl/apps/version.c',
    'openssl/apps/x509.c',
    'openssl/apps/lib/app_libctx.c',
    'openssl/apps/lib/app_params.c',
    'openssl/apps/lib/app_provider.c',
    'openssl/apps/lib/app_rand.c',
    'openssl/apps/lib/app_x509.c',
    'openssl/apps/lib/apps.c',
    'openssl/apps/lib/apps_ui.c',
    'openssl/apps/lib/columns.c',
    'openssl/apps/lib/engine.c',
    'openssl/apps/lib/engine_loader.c',
    'openssl/apps/lib/fmt.c',
    'openssl/apps/lib/http_server.c',
    'openssl/apps/lib/names.c',
     'openssl/apps/lib/opt.c',
    'openssl/apps/lib/s_cb.c',
    'openssl/apps/lib/s_socket.c',
    'openssl/apps/lib/tlssrp_depr.c',
  ],
 },
 'defines': ['<@(openssl_defines_BSD-x86_64)'],
 'include_dirs': [
   './include',
 ],
 'cflags' : ['<@(openssl_cflags_BSD-x86_64)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86_64)'],
 'sources': ['<@(openssl_cli_srcs_BSD-x86_64)'],
}
```

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```
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* WARNING: do not edit!
```

```
* Generated by util/mkbuildinf.pl
*
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*/

#define PLATFORM "platform: BSD-x86"
#define DATE "built on: Wed Mar  5 20:59:02 2025 UTC"

/*
* Generate compiler_flags as an array of individual characters. This is a
* workaround for the situation where CFLAGS gets too long for a C90 string
* literal
*/
static const char compiler_flags[] = {
   'c','o','m','p','i','l','e','r',':',' ','g','c','c',' ','-','f',
   'P','I','C',' ','-','p','t','h','r','e','a','d',' ','-','W','a',
   ',','-','-','n','o','e','x','e','c','s','t','a','c','k',' ','-',
   'W','a','l','l',' ','-','O','3',' ','-','f','o','m','i','t','-',
   'f','r','a','m','e','-','p','o','i','n','t','e','r','
 ','-','D',
   'L','_','E','N','D','I','A','N',' ','-','D','O','P','E','N','S',
   'S','L','_','P','I','C',' ','-','D','_','T','H','R','E','A','D',
   '_','S','A','F','E',' ','-','D','_','R','E','E','N','T','R','A',
   'N','T',' ','-','D','O','P','E','N','S','S','L','_','B','U','I',
   'L','D','I','N','G','_','O','P','E','N','S','S','L',' ','-','D',
   'N','D','E','B','U','G','\0'
};
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*/

#define PLATFORM "platform: BSD-x86"
#define DATE "built on: Wed Mar 5 20:59:28 2025 UTC"

/*
* Generate compiler_flags as an array of individual characters. This is a
* workaround for the situation where CFLAGS gets too long for a C90 string
* literal
*/
static const char compiler_flags[] = {
  'c','o','m','p','i','l','e','r',':',' ','c','c',' ','-','f','P',
  'I','C',' ','-','p','t','h','r','e','a','d',' ','-','W','a','l',
  'l',' ','-','O','3',' ','-','f','o','m','i','t','-','f','r','a',
  'm','e','-','p','o','i','n','t','e','r',' ','-','D','L','_','E',
  'N','D','I','A','N','
','-','D','O','P','E','N','S','S','L','_',
  'P','I','C',' ','-','D','_','T','H','R','E','A','D','_','S','A',
  'F','E',' ','-','D','_','R','E','E','N','T','R','A','N','T',' ',
  '-','D','O','P','E','N','S','S','L','_','B','U','I','L','D','I',
  'N','G','_','O','P','E','N','S','S','L',' ','-','D','N','D','E',
  'B','U','G','\0'
};
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```
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* WARNING: do not edit!
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* via Makefile.in
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* https://www.openssl.org/source/license.html
*/

#ifndef OPENSSL_CONFIGURATION_H
# define OPENSSL_CONFIGURATION_H
# pragma once

# ifdef  __cplusplus
extern "C" {
# endif

# ifdef OPENSSL_ALGORITHM_DEFINES
#  error OPENSSL_ALGORITHM_DEFINES no longer supported
# endif

/*
* OpenSSL was configured with the following options:
```

```
*/

# define OPENSSL_CONFIGURED_API 30000
# ifndef OPENSSL_RAND_SEED_OS
#  define OPENSSL_RAND_SEED_OS
# endif
# ifndef OPENSSL_THREADS
#  define OPENSSL_THREADS
# endif
# ifndef OPENSSL_NO_AFALGENG
#  define OPENSSL_NO_AFALGENG
# endif
# ifndef
 OPENSSL_NO_ASAN
#  define OPENSSL_NO_ASAN
# endif
# ifndef OPENSSL_NO_COMP
#  define OPENSSL_NO_COMP
# endif
# ifndef OPENSSL_NO_CRYPTO_MDEBUG
#  define OPENSSL_NO_CRYPTO_MDEBUG
# endif
# ifndef OPENSSL_NO_CRYPTO_MDEBUG_BACKTRACE
#  define OPENSSL_NO_CRYPTO_MDEBUG_BACKTRACE
# endif
# ifndef OPENSSL_NO_EC_NISTP_64_GCC_128
#  define OPENSSL_NO_EC_NISTP_64_GCC_128
# endif
# ifndef OPENSSL_NO_EGD
#  define OPENSSL_NO_EGD
# endif
# ifndef OPENSSL_NO_EXTERNAL_TESTS
#  define OPENSSL_NO_EXTERNAL_TESTS
# endif
# ifndef OPENSSL_NO_FUZZ_AFL
#  define OPENSSL_NO_FUZZ_AFL
# endif
# ifndef OPENSSL_NO_FUZZ_LIBFUZZER
#  define OPENSSL_NO_FUZZ_LIBFUZZER
# endif
# ifndef OPENSSL_NO_KTLS
#  define OPENSSL_NO_KTLS
# endif
# ifndef OPENSSL_NO_LOADERENG
#  define OPENSSL_NO_LOADERENG
# endif
# ifndef OPENSSL_NO_MD2
#  define OPENSSL_NO_MD2
```

```
# endif
# ifndef OPENSSL_NO_MSAN
#  define OPENSSL_NO_MSAN
# endif
# ifndef OPENSSL_NO_RC5
#  define OPENSSL_NO_RC5
# endif
# ifndef OPENSSL_NO_SCTP
#  define OPENSSL_NO_SCTP
#
 endif
# ifndef OPENSSL_NO_SSL3
#  define OPENSSL_NO_SSL3
# endif
# ifndef OPENSSL_NO_SSL3_METHOD
#  define OPENSSL_NO_SSL3_METHOD
# endif
# ifndef OPENSSL_NO_TRACE
#  define OPENSSL_NO_TRACE
# endif
# ifndef OPENSSL_NO_UBSAN
#  define OPENSSL_NO_UBSAN
# endif
# ifndef OPENSSL_NO_UNIT_TEST
#  define OPENSSL_NO_UNIT_TEST
# endif
# ifndef OPENSSL_NO_UPLINK
#  define OPENSSL_NO_UPLINK
# endif
# ifndef OPENSSL_NO_WEAK_SSL_CIPHERS
#  define OPENSSL_NO_WEAK_SSL_CIPHERS
# endif
# ifndef OPENSSL_NO_DYNAMIC_ENGINE
#  define OPENSSL_NO_DYNAMIC_ENGINE
# endif


/* Generate 80386 code? */
# undef I386_ONLY

/*
* The following are cipher-specific, but are part of the public API.
*/
# if !defined(OPENSSL_SYS_UEFI)
#  undef BN_LLONG
/* Only one for the following should be defined */
#  define SIXTY_FOUR_BIT_LONG
#  undef SIXTY_FOUR_BIT
```

```
#  undef THIRTY_TWO_BIT
# endif

# define RC4_INT unsigned int

# ifdef  __cplusplus
}
# endif

#endif                  /* OPENSSL_CONFIGURATION_H
 */
```

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```
{
 'variables': {
   'openssl_sources': [
     'openssl/crypto/aes/aes_ecb.c',
     'openssl/crypto/aes/aes_misc.c',
     'openssl/crypto/bn/bn_add.c',
     'openssl/crypto/bn/bn_blind.c',
     'openssl/crypto/bn/bn_const.c',
     'openssl/crypto/bn/bn_conv.c',
     'openssl/crypto/bn/bn_ctx.c',
     'openssl/crypto/bn/bn_dh.c',
     'openssl/crypto/bn/bn_div.c',
     'openssl/crypto/bn/bn_exp.c',
     'openssl/crypto/bn/bn_exp2.c',
     'openssl/crypto/bn/bn_gcd.c',
     'openssl/crypto/bn/bn_gf2m.c',
     'openssl/crypto/bn/bn_intern.c',
     'openssl/crypto/bn/bn_kron.c',
     'openssl/crypto/bn/bn_lib.c',
```

'openssl/crypto/bn/bn_mod.c',
'openssl/crypto/bn/bn_mont.c',
'openssl/crypto/bn/bn_mpi.c',
'openssl/crypto/bn/bn_mul.c',
'openssl/crypto/bn/bn_nist.c',
'openssl/crypto/bn/bn_prime.c',
'openssl/crypto/bn/bn_rand.c',
'openssl/crypto/bn/bn_recp.c',
'openssl/crypto/bn/bn_rsa_fips186_4.c',
'openssl/crypto/bn/bn_shift.c',
'openssl/crypto/bn/bn_sqr.c',
'openssl/crypto/bn/bn_sqrt.c',
'openssl/crypto/bn/bn_word.c',
'openssl/crypto/buffer/buffer.c',
'openssl/crypto/cmac/cmac.c',
'openssl/crypto/des/ecb3_enc.c',
'openssl/crypto/des/set_key.c',
'openssl/crypto/dh/dh_backend.c',
'openssl/crypto/dh/dh_check.c',
'openssl/crypto/dh/dh_gen.c',
'openssl/crypto/dh/dh_group_params.c',
'openssl/crypto/dh/dh_kdf.c',
'openssl/crypto/dh/dh_key.c',
'openssl/crypto/dh/dh_lib.c',
'openssl/crypto/dsa/dsa_backend.c',
'openssl/crypto/dsa/dsa_check.c',
'openssl/crypto/dsa/dsa_gen.c',
'openssl/crypto/dsa/dsa_key.c',
'openssl/crypto/dsa/dsa_lib.c',
'openssl/crypto/dsa/dsa_ossl.c',
'openssl/crypto/dsa/dsa_sign.c',
'openssl/crypto/dsa/dsa_vrf.c',
'openssl/crypto/ec/curve448/arch_32/f_impl32.c',
'openssl/crypto/ec/curve448/arch_64/f_impl64.c',
'openssl/crypto/ec/curve448/curve448.c',
'openssl/crypto/ec/curve448/curve448_tables.c',
'openssl/crypto/ec/curve448/eddsa.c',
'openssl/crypto/ec/curve448/f_generic.c',
'openssl/crypto/ec/curve448/scalar.c',
'openssl/crypto/ec/curve25519.c',
'openssl/crypto/ec/ec2_oct.c',
'openssl/crypto/ec/ec2_smpl.c',
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'openssl/crypto/ec/ec_check.c',
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'openssl/crypto/ec/ec_kmeth.c',
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'openssl/crypto/ec/ecdsa_sign.c',
'openssl/crypto/ec/ecdsa_vrf.c',
'openssl/crypto/ec/ecp_mont.c',
'openssl/crypto/ec/ecp_nist.c',
'openssl/crypto/ec/ecp_nistz256.c',
'openssl/crypto/ec/ecp_oct.c',
'openssl/crypto/ec/ecp_smpl.c',
'openssl/crypto/ec/ecx_backend.c',
'openssl/crypto/ec/ecx_key.c',
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'openssl/crypto/evp/ec_support.c',
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'openssl/crypto/evp/p_lib.c',
'openssl/crypto/evp/pmeth_check.c',
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'openssl/crypto/evp/pmeth_lib.c',
'openssl/crypto/evp/signature.c',
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'openssl/crypto/ffc/ffc_dh.c',
'openssl/crypto/ffc/ffc_key_generate.c',
'openssl/crypto/ffc/ffc_key_validate.c',
'openssl/crypto/ffc/ffc_params.c',
'openssl/crypto/ffc/ffc_params_generate.c',
'openssl/crypto/ffc/ffc_params_validate.c',
'openssl/crypto/hmac/hmac.c',
'openssl/crypto/lhash/lhash.c',

'openssl/crypto/asn1_dsa.c',
'openssl/crypto/bsearch.c',
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'openssl/crypto/modes/ofb128.c',
'openssl/crypto/modes/wrap128.c',
'openssl/crypto/modes/xts128.c',
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'openssl/crypto/property/property.c',
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'openssl/crypto/property/property_string.c',
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'openssl/crypto/sha/sha256.c',
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'openssl/crypto/sha/sha512.c',
'openssl/crypto/stack/stack.c',
'openssl/providers/common/der/der_rsa_sig.c',
'openssl/providers/common/bio_prov.c',
'openssl/providers/common/capabilities.c',
'openssl/providers/common/digest_to_nid.c',
'openssl/providers/common/provider_seeding.c',
'openssl/providers/common/provider_util.c',
'openssl/providers/common/securitycheck.c',
'openssl/providers/common/securitycheck_fips.c',
'openssl/providers/fips/fipsprov.c',
'openssl/providers/fips/self_test.c',
'openssl/providers/fips/self_test_kats.c',
'openssl/providers/implementations/asymciphers/rsa_enc.c',
'openssl/providers/implementations/ciphers/cipher_aes.c',
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'openssl/providers/implementations/ciphers/cipher_aes_cbc_hmac_sha256_hw.c',
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'openssl/providers/implementations/ciphers/cipher_aes_ocb.c',
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'openssl/providers/implementations/digests/sha3_prov.c',
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'openssl/providers/implementations/macs/gmac_prov.c',
'openssl/providers/implementations/macs/hmac_prov.c',
'openssl/providers/implementations/macs/kmac_prov.c',
'openssl/providers/implementations/rands/crngt.c',
'openssl/providers/implementations/rands/drbg.c',
'openssl/providers/implementations/rands/drbg_ctr.c',
'openssl/providers/implementations/rands/drbg_hash.c',
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'openssl/providers/implementations/rands/test_rng.c',
'openssl/providers/implementations/signature/dsa_sig.c',
'openssl/providers/implementations/signature/ecdsa_sig.c',
'openssl/providers/implementations/signature/eddsa_sig.c',
'openssl/providers/implementations/signature/mac_legacy_sig.c',
'openssl/providers/implementations/signature/rsa_sig.c',
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'openssl/providers/common/der/der_dsa_sig.c',
'openssl/providers/common/der/der_ec_key.c',
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'openssl/providers/common/der/der_rsa_key.c',
'openssl/providers/common/provider_ctx.c',
'openssl/providers/common/provider_err.c',
'openssl/providers/implementations/ciphers/ciphercommon.c',
'openssl/providers/implementations/ciphers/ciphercommon_block.c',
'openssl/providers/implementations/ciphers/ciphercommon_ccm.c',

```
  'openssl/providers/implementations/ciphers/ciphercommon_ccm_hw.c',
  'openssl/providers/implementations/ciphers/ciphercommon_gcm.c',
  'openssl/providers/implementations/ciphers/ciphercommon_gcm_hw.c',
   'openssl/providers/implementations/ciphers/ciphercommon_hw.c',
  'openssl/providers/implementations/digests/digestcommon.c',
  'openssl/ssl/record/tls_pad.c',
  'openssl/providers/fips/fips_entry.c',

],
'openssl_sources_BSD-x86': [
  './config/archs/BSD-x86/asm_avx2/crypto/aes/aes-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/aes/aesni-x86.S',
  './config/archs/BSD-x86/asm_avx2/crypto/aes/vpaes-x86.S',
  './config/archs/BSD-x86/asm_avx2/crypto/bf/bf-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/bn/bn-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/bn/co-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/bn/x86-gf2m.S',
  './config/archs/BSD-x86/asm_avx2/crypto/bn/x86-mont.S',
  './config/archs/BSD-x86/asm_avx2/crypto/camellia/cmll-x86.S',
  './config/archs/BSD-x86/asm_avx2/crypto/chacha/chacha-x86.S',
  './config/archs/BSD-x86/asm_avx2/crypto/des/crypt586.S',
   './config/archs/BSD-x86/asm_avx2/crypto/des/des-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/ec/ecp_nistz256-x86.S',
  './config/archs/BSD-x86/asm_avx2/crypto/x86cpuid.S',
  './config/archs/BSD-x86/asm_avx2/crypto/md5/md5-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/modes/ghash-x86.S',
  './config/archs/BSD-x86/asm_avx2/crypto/poly1305/poly1305-x86.S',
  './config/archs/BSD-x86/asm_avx2/crypto/rc4/rc4-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/ripemd/rmd-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/sha/sha1-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/sha/sha256-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/sha/sha512-586.S',
  './config/archs/BSD-x86/asm_avx2/crypto/whrlpool/wp-mmx.S',
  './config/archs/BSD-x86/asm_avx2/engines/e_padlock-x86.S',
  './config/archs/BSD-x86/asm_avx2/providers/common/der/der_sm2_gen.c',
  './config/archs/BSD-x86/asm_avx2/providers/common/der/der_digests_gen.c',
   './config/archs/BSD-x86/asm_avx2/providers/common/der/der_dsa_gen.c',
  './config/archs/BSD-x86/asm_avx2/providers/common/der/der_ec_gen.c',
  './config/archs/BSD-x86/asm_avx2/providers/common/der/der_ecx_gen.c',
  './config/archs/BSD-x86/asm_avx2/providers/common/der/der_rsa_gen.c',
  './config/archs/BSD-x86/asm_avx2/providers/common/der/der_wrap_gen.c',
  './config/archs/BSD-x86/asm_avx2/providers/legacy.ld',
  './config/archs/BSD-x86/asm_avx2/providers/fips.ld',

],
'openssl_defines_BSD-x86': [
  'NDEBUG',
  'L_ENDIAN',
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    'AES_ASM',
    'DES_ASM',
    'ECP_NISTZ256_ASM',
    'FIPS_MODULE',
    'GHASH_ASM',
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    'OPENSSL_BN_ASM_MONT',
    'OPENSSL_BN_ASM_PART_WORDS',
    'OPENSSL_CPUID_OBJ',
    'OPENSSL_IA32_SSE2',
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    'SHA256_ASM',
    'SHA512_ASM',
    'VPAES_ASM',
    'FIPS_MODULE',
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  ],
  'openssl_ex_libs_BSD-x86': [
    '-pthread',
  ],
  'linker_script': ''
 },
 'include_dirs': [
  '.',
  './include',
  './crypto',
  './crypto/include/internal',
  './providers/common/include',
 ],
 'defines': ['<@(openssl_defines_BSD-x86)'],
 'cflags': ['<@(openssl_cflags_BSD-x86)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86)'],

 'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86)'],
 'direct_dependent_settings': {
   'include_dirs': ['./include', '.'],
   'defines': ['<@(openssl_defines_BSD-x86)'],
 },
}
```

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*/

#ifndef UV_BSD_H
#define UV_BSD_H

#define UV_PLATFORM_FS_EVENT_FIELDS   \
 uv__io_t event_watcher;   \

#define UV_IO_PRIVATE_PLATFORM_FIELDS   \

```
 int rcount;                                     \
 int wcount;                                      \

#define UV_HAVE_KQUEUE 1

#endif /* UV_BSD_H */
```

This license applies to all parts of V8 that are not externally
maintained libraries. The externally maintained libraries used by V8
are:

 - PCRE test suite, located in
   test/mjsunit/third_party/regexp-pcre/regexp-pcre.js. This is based on the
   test suite from PCRE-7.3, which is copyrighted by the University
   of Cambridge and Google, Inc. The copyright notice and license
   are embedded in regexp-pcre.js.

 - Layout tests, located in test/mjsunit/third_party/object-keys. These are
   based on layout tests from webkit.org which are copyrighted by
   Apple Computer, Inc. and released under a 3-clause BSD license.

 - Strongtalk assembler, the basis of the files assembler-arm-inl.h,
   assembler-arm.cc, assembler-arm.h, assembler-ia32-inl.h,
   assembler-ia32.cc, assembler-ia32.h, assembler-x64-inl.h,
   assembler-x64.cc, assembler-x64.h, assembler.cc and assembler.h.
   This code is copyrighted by Sun Microsystems Inc. and released
   under a 3-clause BSD license.

 - Valgrind client API header, located at src/third_party/valgrind/valgrind.h
   This is released under the BSD license.

 - The Wasm C/C++ API headers, located at third_party/wasm-api/wasm.{h,hh}
   This is released under the Apache license. The API's upstream prototype
   implementation also formed the basis of V8's implementation in
   src/wasm/c-api.cc.

These libraries have their own licenses; we recommend you read them,
as their terms may differ from the terms below.

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```
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THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING
 IN ANY WAY OUT OF THE USE
OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
#ifndef SRC_PERMISSION_WASI_PERMISSION_H_
#define SRC_PERMISSION_WASI_PERMISSION_H_

#if defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS

#include <vector>
#include "permission/permission_base.h"

namespace node {

namespace permission {

class WASIPermission final : public PermissionBase {
public:
 void Apply(Environment* env,
            const std::vector<std::string>& allow,
            PermissionScope scope) override;
 bool is_granted(Environment* env,
                 PermissionScope perm,
                 const std::string_view& param = "") const override;

private:
 bool deny_all_;
};

}  // namespace permission
```

```
}  // namespace node

#endif  // defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS
#endif  // SRC_PERMISSION_WASI_PERMISSION_H_
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// THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
// (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
// OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
{
 'variables': {
   'openssl_defines_BSD-x86_64': [
     'NDEBUG',
     'L_ENDIAN',
     'OPENSSL_BUILDING_OPENSSL',
     'OPENSSL_PIC',
   ],
   'openssl_cflags_BSD-x86_64': [
     '-Wall -O3',
     '-pthread',
     '-Wall -O3',
   ],
   'openssl_ex_libs_BSD-x86_64': [
     '-pthread',
   ],
```

```
'openssl_cli_srcs_BSD-x86_64': [
  'openssl/apps/lib/cmp_mock_srv.c',
  'openssl/apps/asn1parse.c',
  'openssl/apps/ca.c',
  'openssl/apps/ciphers.c',
  'openssl/apps/cmp.c',
  'openssl/apps/cms.c',
  'openssl/apps/crl.c',
  'openssl/apps/crl2pkcs7.c',
  'openssl/apps/dgst.c',
  'openssl/apps/dhparam.c',
  'openssl/apps/dsa.c',
  'openssl/apps/dsaparam.c',
  'openssl/apps/ec.c',
  'openssl/apps/ecparam.c',
  'openssl/apps/enc.c',
  'openssl/apps/engine.c',
  'openssl/apps/errstr.c',
  'openssl/apps/fipsinstall.c',
  'openssl/apps/gendsa.c',
  'openssl/apps/genpkey.c',
  'openssl/apps/genrsa.c',
   'openssl/apps/info.c',
  'openssl/apps/kdf.c',
  'openssl/apps/list.c',
  'openssl/apps/mac.c',
  'openssl/apps/nseq.c',
  'openssl/apps/ocsp.c',
  'openssl/apps/openssl.c',
  'openssl/apps/passwd.c',
  'openssl/apps/pkcs12.c',
  'openssl/apps/pkcs7.c',
  'openssl/apps/pkcs8.c',
  'openssl/apps/pkey.c',
  'openssl/apps/pkeyparam.c',
  'openssl/apps/pkeyutl.c',
  'openssl/apps/prime.c',
  './config/archs/BSD-x86_64/no-asm/apps/progs.c',
  'openssl/apps/rand.c',
  'openssl/apps/rehash.c',
  'openssl/apps/req.c',
  'openssl/apps/rsa.c',
  'openssl/apps/rsautl.c',
  'openssl/apps/s_client.c',
  'openssl/apps/s_server.c',
  'openssl/apps/s_time.c',
  'openssl/apps/sess_id.c',
  'openssl/apps/smime.c',
```

```
    'openssl/apps/speed.c',
    'openssl/apps/spkac.c',
    'openssl/apps/srp.c',
    'openssl/apps/storeutl.c',
    'openssl/apps/ts.c',
    'openssl/apps/verify.c',
    'openssl/apps/version.c',
     'openssl/apps/x509.c',
    'openssl/apps/lib/app_libctx.c',
    'openssl/apps/lib/app_params.c',
    'openssl/apps/lib/app_provider.c',
    'openssl/apps/lib/app_rand.c',
    'openssl/apps/lib/app_x509.c',
    'openssl/apps/lib/apps.c',
    'openssl/apps/lib/apps_ui.c',
    'openssl/apps/lib/columns.c',
    'openssl/apps/lib/engine.c',
    'openssl/apps/lib/engine_loader.c',
    'openssl/apps/lib/fmt.c',
    'openssl/apps/lib/http_server.c',
    'openssl/apps/lib/names.c',
    'openssl/apps/lib/opt.c',
    'openssl/apps/lib/s_cb.c',
    'openssl/apps/lib/s_socket.c',
    'openssl/apps/lib/tlssrp_depr.c',
  ],
 },
 'defines': ['<@(openssl_defines_BSD-x86_64)'],
 'include_dirs': [
  './include',
 ],
 'cflags' : ['<@(openssl_cflags_BSD-x86_64)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86_64)'],
 'sources': ['<@(openssl_cli_srcs_BSD-x86_64)'],
}
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/cms.h.in
*
* Copyright 2008-2021 The OpenSSL Project Authors. All Rights Reserved.
*
* Licensed under the Apache License 2.0 (the "License").  You may not use
* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/
```

```
#ifndef OPENSSL_CMS_H
# define OPENSSL_CMS_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_CMS_H
# endif

# include <openssl/opensslconf.h>

# ifndef OPENSSL_NO_CMS
# include <openssl/x509.h>
# include <openssl/x509v3.h>
# include <openssl/cmserr.h>
# ifdef __cplusplus
extern "C" {
# endif

typedef struct CMS_ContentInfo_st CMS_ContentInfo;
typedef struct CMS_SignerInfo_st CMS_SignerInfo;
typedef struct CMS_CertificateChoices CMS_CertificateChoices;
typedef struct CMS_RevocationInfoChoice_st CMS_RevocationInfoChoice;
typedef
 struct CMS_RecipientInfo_st CMS_RecipientInfo;
typedef struct CMS_ReceiptRequest_st CMS_ReceiptRequest;
typedef struct CMS_Receipt_st CMS_Receipt;
typedef struct CMS_RecipientEncryptedKey_st CMS_RecipientEncryptedKey;
typedef struct CMS_OtherKeyAttribute_st CMS_OtherKeyAttribute;

SKM_DEFINE_STACK_OF_INTERNAL(CMS_SignerInfo, CMS_SignerInfo, CMS_SignerInfo)
#define sk_CMS_SignerInfo_num(sk) OPENSSL_sk_num(ossl_check_const_CMS_SignerInfo_sk_type(sk))
#define sk_CMS_SignerInfo_value(sk, idx) ((CMS_SignerInfo
*)OPENSSL_sk_value(ossl_check_const_CMS_SignerInfo_sk_type(sk), (idx)))
#define sk_CMS_SignerInfo_new(cmp) ((STACK_OF(CMS_SignerInfo)
*)OPENSSL_sk_new(ossl_check_CMS_SignerInfo_compfunc_type(cmp)))
#define sk_CMS_SignerInfo_new_null() ((STACK_OF(CMS_SignerInfo) *)OPENSSL_sk_new_null())
#define sk_CMS_SignerInfo_new_reserve(cmp, n) ((STACK_OF(CMS_SignerInfo)
*)OPENSSL_sk_new_reserve(ossl_check_CMS_SignerInfo_compfunc_type(cmp), (n)))
#define sk_CMS_SignerInfo_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_CMS_SignerInfo_sk_type(sk),
 (n))
#define sk_CMS_SignerInfo_free(sk) OPENSSL_sk_free(ossl_check_CMS_SignerInfo_sk_type(sk))
#define sk_CMS_SignerInfo_zero(sk) OPENSSL_sk_zero(ossl_check_CMS_SignerInfo_sk_type(sk))
#define sk_CMS_SignerInfo_delete(sk, i) ((CMS_SignerInfo
*)OPENSSL_sk_delete(ossl_check_CMS_SignerInfo_sk_type(sk), (i)))
#define sk_CMS_SignerInfo_delete_ptr(sk, ptr) ((CMS_SignerInfo
*)OPENSSL_sk_delete_ptr(ossl_check_CMS_SignerInfo_sk_type(sk), ossl_check_CMS_SignerInfo_type(ptr)))
```

#define sk_CMS_SignerInfo_push(sk, ptr) OPENSSL_sk_push(ossl_check_CMS_SignerInfo_sk_type(sk), ossl_check_CMS_SignerInfo_type(ptr))
#define sk_CMS_SignerInfo_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_CMS_SignerInfo_sk_type(sk), ossl_check_CMS_SignerInfo_type(ptr))
#define sk_CMS_SignerInfo_pop(sk) ((CMS_SignerInfo *)OPENSSL_sk_pop(ossl_check_CMS_SignerInfo_sk_type(sk)))
#define sk_CMS_SignerInfo_shift(sk) ((CMS_SignerInfo *)OPENSSL_sk_shift(ossl_check_CMS_SignerInfo_sk_type(sk)))
#define sk_CMS_SignerInfo_pop_free(sk, freefunc) OPENSSL_sk_pop_free(ossl_check_CMS_SignerInfo_sk_type(sk),ossl_check_CMS_SignerInfo_freefunc_type(freefunc))
#define sk_CMS_SignerInfo_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_CMS_SignerInfo_sk_type(sk), ossl_check_CMS_SignerInfo_type(ptr), (idx))
#define sk_CMS_SignerInfo_set(sk, idx, ptr) ((CMS_SignerInfo *)OPENSSL_sk_set(ossl_check_CMS_SignerInfo_sk_type(sk), (idx), ossl_check_CMS_SignerInfo_type(ptr)))
#define sk_CMS_SignerInfo_find(sk, ptr) OPENSSL_sk_find(ossl_check_CMS_SignerInfo_sk_type(sk), ossl_check_CMS_SignerInfo_type(ptr))
#define sk_CMS_SignerInfo_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_CMS_SignerInfo_sk_type(sk), ossl_check_CMS_SignerInfo_type(ptr))
#define sk_CMS_SignerInfo_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_CMS_SignerInfo_sk_type(sk), ossl_check_CMS_SignerInfo_type(ptr), pnum)
#define sk_CMS_SignerInfo_sort(sk) OPENSSL_sk_sort(ossl_check_CMS_SignerInfo_sk_type(sk))
#define sk_CMS_SignerInfo_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_CMS_SignerInfo_sk_type(sk))
#define sk_CMS_SignerInfo_dup(sk) ((STACK_OF(CMS_SignerInfo) *)OPENSSL_sk_dup(ossl_check_const_CMS_SignerInfo_sk_type(sk)))
#define sk_CMS_SignerInfo_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(CMS_SignerInfo) *)OPENSSL_sk_deep_copy(ossl_check_const_CMS_SignerInfo_sk_type(sk), ossl_check_CMS_SignerInfo_copyfunc_type(copyfunc), ossl_check_CMS_SignerInfo_freefunc_type(freefunc)))
#define sk_CMS_SignerInfo_set_cmp_func(sk, cmp) ((sk_CMS_SignerInfo_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_CMS_SignerInfo_sk_type(sk), ossl_check_CMS_SignerInfo_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(CMS_RecipientEncryptedKey, CMS_RecipientEncryptedKey, CMS_RecipientEncryptedKey)
#define sk_CMS_RecipientEncryptedKey_num(sk) OPENSSL_sk_num(ossl_check_const_CMS_RecipientEncryptedKey_sk_type(sk))
#define sk_CMS_RecipientEncryptedKey_value(sk, idx) ((CMS_RecipientEncryptedKey *)OPENSSL_sk_value(ossl_check_const_CMS_RecipientEncryptedKey_sk_type(sk), (idx)))
#define sk_CMS_RecipientEncryptedKey_new(cmp) ((STACK_OF(CMS_RecipientEncryptedKey) *)OPENSSL_sk_new(ossl_check_CMS_RecipientEncryptedKey_compfunc_type(cmp)))
#define sk_CMS_RecipientEncryptedKey_new_null() ((STACK_OF(CMS_RecipientEncryptedKey) *)OPENSSL_sk_new_null())
#define sk_CMS_RecipientEncryptedKey_new_reserve(cmp, n) ((STACK_OF(CMS_RecipientEncryptedKey) *)OPENSSL_sk_new_reserve(ossl_check_CMS_RecipientEncryptedKey_compfunc_type(cmp), (n)))
#define sk_CMS_RecipientEncryptedKey_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk), (n))

```
#define sk_CMS_RecipientEncryptedKey_free(sk)
OPENSSL_sk_free(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk))
#define sk_CMS_RecipientEncryptedKey_zero(sk)
OPENSSL_sk_zero(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk))
#define sk_CMS_RecipientEncryptedKey_delete(sk, i) ((CMS_RecipientEncryptedKey
*)OPENSSL_sk_delete(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk),
 (i)))
#define sk_CMS_RecipientEncryptedKey_delete_ptr(sk, ptr) ((CMS_RecipientEncryptedKey
*)OPENSSL_sk_delete_ptr(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk),
ossl_check_CMS_RecipientEncryptedKey_type(ptr)))
#define sk_CMS_RecipientEncryptedKey_push(sk, ptr)
OPENSSL_sk_push(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk),
ossl_check_CMS_RecipientEncryptedKey_type(ptr))
#define sk_CMS_RecipientEncryptedKey_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk),
ossl_check_CMS_RecipientEncryptedKey_type(ptr))
#define sk_CMS_RecipientEncryptedKey_pop(sk) ((CMS_RecipientEncryptedKey
*)OPENSSL_sk_pop(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk)))
#define sk_CMS_RecipientEncryptedKey_shift(sk) ((CMS_RecipientEncryptedKey
*)OPENSSL_sk_shift(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk)))
#define sk_CMS_RecipientEncryptedKey_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk),ossl_check_CMS_RecipientEncry
ptedKey_freefunc_type(freefunc))
#define
 sk_CMS_RecipientEncryptedKey_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk),
ossl_check_CMS_RecipientEncryptedKey_type(ptr), (idx))
#define sk_CMS_RecipientEncryptedKey_set(sk, idx, ptr) ((CMS_RecipientEncryptedKey
*)OPENSSL_sk_set(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk), (idx),
ossl_check_CMS_RecipientEncryptedKey_type(ptr)))
#define sk_CMS_RecipientEncryptedKey_find(sk, ptr)
OPENSSL_sk_find(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk),
ossl_check_CMS_RecipientEncryptedKey_type(ptr))
#define sk_CMS_RecipientEncryptedKey_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk),
ossl_check_CMS_RecipientEncryptedKey_type(ptr))
#define sk_CMS_RecipientEncryptedKey_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk),
ossl_check_CMS_RecipientEncryptedKey_type(ptr), pnum)
#define sk_CMS_RecipientEncryptedKey_sort(sk)
OPENSSL_sk_sort(ossl_check_CMS_RecipientEncryptedKey_sk_type(sk))
#define
 sk_CMS_RecipientEncryptedKey_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_CMS_RecipientEncryptedKey_sk_type(sk))
#define sk_CMS_RecipientEncryptedKey_dup(sk) ((STACK_OF(CMS_RecipientEncryptedKey)
*)OPENSSL_sk_dup(ossl_check_const_CMS_RecipientEncryptedKey_sk_type(sk)))
#define sk_CMS_RecipientEncryptedKey_deep_copy(sk, copyfunc, freefunc)
((STACK_OF(CMS_RecipientEncryptedKey)
```

*)OPENSSL_sk_deep_copy(ossl_check_const_CMS_RecipientEncryptedKey_sk_type(sk),
ossl_check_CMS_RecipientEncryptedKey_copyfunc_type(copyfunc),
ossl_check_CMS_RecipientEncryptedKey_freefunc_type(freefunc)))
#define sk_CMS_RecipientEncryptedKey_set_cmp_func(sk, cmp)
((sk_CMS_RecipientEncryptedKey_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_CMS_RecipientEncrypted
Key_sk_type(sk), ossl_check_CMS_RecipientEncryptedKey_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(CMS_RecipientInfo, CMS_RecipientInfo, CMS_RecipientInfo)
#define sk_CMS_RecipientInfo_num(sk)
OPENSSL_sk_num(ossl_check_const_CMS_RecipientInfo_sk_type(sk))
#define sk_CMS_RecipientInfo_value(sk, idx) ((CMS_RecipientInfo
*)OPENSSL_sk_value(ossl_check_const_CMS_RecipientInfo_sk_type(sk), (idx)))
#define sk_CMS_RecipientInfo_new(cmp) ((STACK_OF(CMS_RecipientInfo)
*)OPENSSL_sk_new(ossl_check_CMS_RecipientInfo_compfunc_type(cmp)))
#define sk_CMS_RecipientInfo_new_null() ((STACK_OF(CMS_RecipientInfo) *)OPENSSL_sk_new_null())
#define sk_CMS_RecipientInfo_new_reserve(cmp, n) ((STACK_OF(CMS_RecipientInfo)
*)OPENSSL_sk_new_reserve(ossl_check_CMS_RecipientInfo_compfunc_type(cmp), (n)))
#define sk_CMS_RecipientInfo_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_CMS_RecipientInfo_sk_type(sk),
(n))
#define sk_CMS_RecipientInfo_free(sk) OPENSSL_sk_free(ossl_check_CMS_RecipientInfo_sk_type(sk))
#define sk_CMS_RecipientInfo_zero(sk) OPENSSL_sk_zero(ossl_check_CMS_RecipientInfo_sk_type(sk))
#define sk_CMS_RecipientInfo_delete(sk, i) ((CMS_RecipientInfo
*)OPENSSL_sk_delete(ossl_check_CMS_RecipientInfo_sk_type(sk),
(i)))
#define sk_CMS_RecipientInfo_delete_ptr(sk, ptr) ((CMS_RecipientInfo
*)OPENSSL_sk_delete_ptr(ossl_check_CMS_RecipientInfo_sk_type(sk),
ossl_check_CMS_RecipientInfo_type(ptr)))
#define sk_CMS_RecipientInfo_push(sk, ptr) OPENSSL_sk_push(ossl_check_CMS_RecipientInfo_sk_type(sk),
ossl_check_CMS_RecipientInfo_type(ptr))
#define sk_CMS_RecipientInfo_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_CMS_RecipientInfo_sk_type(sk), ossl_check_CMS_RecipientInfo_type(ptr))
#define sk_CMS_RecipientInfo_pop(sk) ((CMS_RecipientInfo
*)OPENSSL_sk_pop(ossl_check_CMS_RecipientInfo_sk_type(sk)))
#define sk_CMS_RecipientInfo_shift(sk) ((CMS_RecipientInfo
*)OPENSSL_sk_shift(ossl_check_CMS_RecipientInfo_sk_type(sk)))
#define sk_CMS_RecipientInfo_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_CMS_RecipientInfo_sk_type(sk),ossl_check_CMS_RecipientInfo_freefunc_ty
pe(freefunc))
#define sk_CMS_RecipientInfo_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_CMS_RecipientInfo_sk_type(sk),
ossl_check_CMS_RecipientInfo_type(ptr), (idx))
#define sk_CMS_RecipientInfo_set(sk, idx, ptr) ((CMS_RecipientInfo
*)OPENSSL_sk_set(ossl_check_CMS_RecipientInfo_sk_type(sk), (idx),
ossl_check_CMS_RecipientInfo_type(ptr)))
#define sk_CMS_RecipientInfo_find(sk, ptr) OPENSSL_sk_find(ossl_check_CMS_RecipientInfo_sk_type(sk),
ossl_check_CMS_RecipientInfo_type(ptr))
#define sk_CMS_RecipientInfo_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_CMS_RecipientInfo_sk_type(sk), ossl_check_CMS_RecipientInfo_type(ptr))
#define sk_CMS_RecipientInfo_find_all(sk, ptr, pnum)

OPENSSL_sk_find_all(ossl_check_CMS_RecipientInfo_sk_type(sk), ossl_check_CMS_RecipientInfo_type(ptr), pnum)
#define sk_CMS_RecipientInfo_sort(sk) OPENSSL_sk_sort(ossl_check_CMS_RecipientInfo_sk_type(sk))
#define sk_CMS_RecipientInfo_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_CMS_RecipientInfo_sk_type(sk))
#define sk_CMS_RecipientInfo_dup(sk) ((STACK_OF(CMS_RecipientInfo)
*)OPENSSL_sk_dup(ossl_check_const_CMS_RecipientInfo_sk_type(sk)))
#define
sk_CMS_RecipientInfo_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(CMS_RecipientInfo)
*)OPENSSL_sk_deep_copy(ossl_check_const_CMS_RecipientInfo_sk_type(sk),
ossl_check_CMS_RecipientInfo_copyfunc_type(copyfunc),
ossl_check_CMS_RecipientInfo_freefunc_type(freefunc)))
#define sk_CMS_RecipientInfo_set_cmp_func(sk, cmp)
((sk_CMS_RecipientInfo_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_CMS_RecipientInfo_sk_type(sk),
ossl_check_CMS_RecipientInfo_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(CMS_RevocationInfoChoice, CMS_RevocationInfoChoice,
CMS_RevocationInfoChoice)
#define sk_CMS_RevocationInfoChoice_num(sk)
OPENSSL_sk_num(ossl_check_const_CMS_RevocationInfoChoice_sk_type(sk))
#define sk_CMS_RevocationInfoChoice_value(sk, idx) ((CMS_RevocationInfoChoice
*)OPENSSL_sk_value(ossl_check_const_CMS_RevocationInfoChoice_sk_type(sk), (idx)))
#define sk_CMS_RevocationInfoChoice_new(cmp) ((STACK_OF(CMS_RevocationInfoChoice)
*)OPENSSL_sk_new(ossl_check_CMS_RevocationInfoChoice_compfunc_type(cmp)))
#define
sk_CMS_RevocationInfoChoice_new_null() ((STACK_OF(CMS_RevocationInfoChoice)
*)OPENSSL_sk_new_null())
#define sk_CMS_RevocationInfoChoice_new_reserve(cmp, n) ((STACK_OF(CMS_RevocationInfoChoice)
*)OPENSSL_sk_new_reserve(ossl_check_CMS_RevocationInfoChoice_compfunc_type(cmp), (n)))
#define sk_CMS_RevocationInfoChoice_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_CMS_RevocationInfoChoice_sk_type(sk), (n))
#define sk_CMS_RevocationInfoChoice_free(sk)
OPENSSL_sk_free(ossl_check_CMS_RevocationInfoChoice_sk_type(sk))
#define sk_CMS_RevocationInfoChoice_zero(sk)
OPENSSL_sk_zero(ossl_check_CMS_RevocationInfoChoice_sk_type(sk))
#define sk_CMS_RevocationInfoChoice_delete(sk, i) ((CMS_RevocationInfoChoice
*)OPENSSL_sk_delete(ossl_check_CMS_RevocationInfoChoice_sk_type(sk), (i)))
#define sk_CMS_RevocationInfoChoice_delete_ptr(sk, ptr) ((CMS_RevocationInfoChoice
*)OPENSSL_sk_delete_ptr(ossl_check_CMS_RevocationInfoChoice_sk_type(sk),
ossl_check_CMS_RevocationInfoChoice_type(ptr)))
#define
sk_CMS_RevocationInfoChoice_push(sk, ptr)
OPENSSL_sk_push(ossl_check_CMS_RevocationInfoChoice_sk_type(sk),
ossl_check_CMS_RevocationInfoChoice_type(ptr))
#define sk_CMS_RevocationInfoChoice_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_CMS_RevocationInfoChoice_sk_type(sk),
ossl_check_CMS_RevocationInfoChoice_type(ptr))
#define sk_CMS_RevocationInfoChoice_pop(sk) ((CMS_RevocationInfoChoice
*)OPENSSL_sk_pop(ossl_check_CMS_RevocationInfoChoice_sk_type(sk)))

```
#define sk_CMS_RevocationInfoChoice_shift(sk) ((CMS_RevocationInfoChoice
*)OPENSSL_sk_shift(ossl_check_CMS_RevocationInfoChoice_sk_type(sk)))
#define sk_CMS_RevocationInfoChoice_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_CMS_RevocationInfoChoice_sk_type(sk),ossl_check_CMS_RevocationInfoC
hoice_freefunc_type(freefunc))
#define sk_CMS_RevocationInfoChoice_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_CMS_RevocationInfoChoice_sk_type(sk),
ossl_check_CMS_RevocationInfoChoice_type(ptr), (idx))
#define
 sk_CMS_RevocationInfoChoice_set(sk, idx, ptr) ((CMS_RevocationInfoChoice
*)OPENSSL_sk_set(ossl_check_CMS_RevocationInfoChoice_sk_type(sk), (idx),
ossl_check_CMS_RevocationInfoChoice_type(ptr)))
#define sk_CMS_RevocationInfoChoice_find(sk, ptr)
OPENSSL_sk_find(ossl_check_CMS_RevocationInfoChoice_sk_type(sk),
ossl_check_CMS_RevocationInfoChoice_type(ptr))
#define sk_CMS_RevocationInfoChoice_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_CMS_RevocationInfoChoice_sk_type(sk),
ossl_check_CMS_RevocationInfoChoice_type(ptr))
#define sk_CMS_RevocationInfoChoice_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_CMS_RevocationInfoChoice_sk_type(sk),
ossl_check_CMS_RevocationInfoChoice_type(ptr), pnum)
#define sk_CMS_RevocationInfoChoice_sort(sk)
OPENSSL_sk_sort(ossl_check_CMS_RevocationInfoChoice_sk_type(sk))
#define sk_CMS_RevocationInfoChoice_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_CMS_RevocationInfoChoice_sk_type(sk))
#define sk_CMS_RevocationInfoChoice_dup(sk) ((STACK_OF(CMS_RevocationInfoChoice)
 *)OPENSSL_sk_dup(ossl_check_const_CMS_RevocationInfoChoice_sk_type(sk)))
#define sk_CMS_RevocationInfoChoice_deep_copy(sk, copyfunc, freefunc)
((STACK_OF(CMS_RevocationInfoChoice)
*)OPENSSL_sk_deep_copy(ossl_check_const_CMS_RevocationInfoChoice_sk_type(sk),
ossl_check_CMS_RevocationInfoChoice_copyfunc_type(copyfunc),
ossl_check_CMS_RevocationInfoChoice_freefunc_type(freefunc)))
#define sk_CMS_RevocationInfoChoice_set_cmp_func(sk, cmp)
((sk_CMS_RevocationInfoChoice_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_CMS_RevocationInfoChoi
ce_sk_type(sk), ossl_check_CMS_RevocationInfoChoice_compfunc_type(cmp)))


DECLARE_ASN1_FUNCTIONS(CMS_ContentInfo)
DECLARE_ASN1_FUNCTIONS(CMS_ReceiptRequest)
DECLARE_ASN1_PRINT_FUNCTION(CMS_ContentInfo)

CMS_ContentInfo *CMS_ContentInfo_new_ex(OSSL_LIB_CTX *libctx, const char *propq);

# define CMS_SIGNERINFO_ISSUER_SERIAL    0
# define CMS_SIGNERINFO_KEYIDENTIFIER    1

# define CMS_RECIPINFO_NONE              -1
# define CMS_RECIPINFO_TRANS
```

```
        0
# define CMS_RECIPINFO_AGREE            1
# define CMS_RECIPINFO_KEK              2
# define CMS_RECIPINFO_PASS             3
# define CMS_RECIPINFO_OTHER            4

/* S/MIME related flags */

# define CMS_TEXT                       0x1
# define CMS_NOCERTS                    0x2
# define CMS_NO_CONTENT_VERIFY          0x4
# define CMS_NO_ATTR_VERIFY             0x8
# define CMS_NOSIGS                     \
                (CMS_NO_CONTENT_VERIFY|CMS_NO_ATTR_VERIFY)
# define CMS_NOINTERN                   0x10
# define CMS_NO_SIGNER_CERT_VERIFY      0x20
# define CMS_NOVERIFY                   0x20
# define CMS_DETACHED                   0x40
# define CMS_BINARY                     0x80
# define CMS_NOATTR                     0x100
# define CMS_NOSMIMECAP                 0x200
# define CMS_NOOLDMIMETYPE              0x400
# define CMS_CRLFEOL                    0x800
# define CMS_STREAM                     0x1000
# define CMS_NOCRL
              0x2000
# define CMS_PARTIAL                    0x4000
# define CMS_REUSE_DIGEST               0x8000
# define CMS_USE_KEYID                  0x10000
# define CMS_DEBUG_DECRYPT              0x20000
# define CMS_KEY_PARAM                  0x40000
# define CMS_ASCIICRLF                  0x80000
# define CMS_CADES                      0x100000
# define CMS_USE_ORIGINATOR_KEYID       0x200000

const ASN1_OBJECT *CMS_get0_type(const CMS_ContentInfo *cms);

BIO *CMS_dataInit(CMS_ContentInfo *cms, BIO *icont);
int CMS_dataFinal(CMS_ContentInfo *cms, BIO *bio);

ASN1_OCTET_STRING **CMS_get0_content(CMS_ContentInfo *cms);
int CMS_is_detached(CMS_ContentInfo *cms);
int CMS_set_detached(CMS_ContentInfo *cms, int detached);

# ifdef OPENSSL_PEM_H
DECLARE_PEM_rw(CMS, CMS_ContentInfo)
# endif
int CMS_stream(unsigned char ***boundary, CMS_ContentInfo *cms);
```

```
CMS_ContentInfo *d2i_CMS_bio(BIO *bp, CMS_ContentInfo **cms);
int i2d_CMS_bio(BIO *bp, CMS_ContentInfo *cms);

BIO *BIO_new_CMS(BIO
 *out, CMS_ContentInfo *cms);
int i2d_CMS_bio_stream(BIO *out, CMS_ContentInfo *cms, BIO *in, int flags);
int PEM_write_bio_CMS_stream(BIO *out, CMS_ContentInfo *cms, BIO *in,
                             int flags);
CMS_ContentInfo *SMIME_read_CMS(BIO *bio, BIO **bcont);
CMS_ContentInfo *SMIME_read_CMS_ex(BIO *bio, int flags, BIO **bcont, CMS_ContentInfo **ci);
int SMIME_write_CMS(BIO *bio, CMS_ContentInfo *cms, BIO *data, int flags);

int CMS_final(CMS_ContentInfo *cms, BIO *data, BIO *dcont,
              unsigned int flags);

CMS_ContentInfo *CMS_sign(X509 *signcert, EVP_PKEY *pkey,
                          STACK_OF(X509) *certs, BIO *data,
                          unsigned int flags);
CMS_ContentInfo *CMS_sign_ex(X509 *signcert, EVP_PKEY *pkey,
                             STACK_OF(X509) *certs, BIO *data,
                             unsigned int flags, OSSL_LIB_CTX *ctx,
                             const char *propq);

CMS_ContentInfo *CMS_sign_receipt(CMS_SignerInfo
 *si,
                                  X509 *signcert, EVP_PKEY *pkey,
                                  STACK_OF(X509) *certs, unsigned int flags);

int CMS_data(CMS_ContentInfo *cms, BIO *out, unsigned int flags);
CMS_ContentInfo *CMS_data_create(BIO *in, unsigned int flags);
CMS_ContentInfo *CMS_data_create_ex(BIO *in, unsigned int flags,
                                    OSSL_LIB_CTX *ctx, const char *propq);

int CMS_digest_verify(CMS_ContentInfo *cms, BIO *dcont, BIO *out,
                      unsigned int flags);
CMS_ContentInfo *CMS_digest_create(BIO *in, const EVP_MD *md,
                                   unsigned int flags);
CMS_ContentInfo *CMS_digest_create_ex(BIO *in, const EVP_MD *md,
                                      unsigned int flags, OSSL_LIB_CTX *ctx,
                                      const char *propq);

int CMS_EncryptedData_decrypt(CMS_ContentInfo *cms,
                              const unsigned char *key, size_t keylen,

    BIO *dcont, BIO *out, unsigned int flags);

CMS_ContentInfo *CMS_EncryptedData_encrypt(BIO *in, const EVP_CIPHER *cipher,
                                           const unsigned char *key,
```

```
                                size_t keylen, unsigned int flags);
CMS_ContentInfo *CMS_EncryptedData_encrypt_ex(BIO *in, const EVP_CIPHER *cipher,
                                const unsigned char *key,
                                size_t keylen, unsigned int flags,
                                OSSL_LIB_CTX *ctx,
                                const char *propq);

int CMS_EncryptedData_set1_key(CMS_ContentInfo *cms, const EVP_CIPHER *ciph,
                    const unsigned char *key, size_t keylen);

int CMS_verify(CMS_ContentInfo *cms, STACK_OF(X509) *certs,
           X509_STORE *store, BIO *dcont, BIO *out, unsigned int flags);

int CMS_verify_receipt(CMS_ContentInfo *rcms, CMS_ContentInfo *ocms,

                STACK_OF(X509) *certs,
                X509_STORE *store, unsigned int flags);

STACK_OF(X509) *CMS_get0_signers(CMS_ContentInfo *cms);

CMS_ContentInfo *CMS_encrypt(STACK_OF(X509) *certs, BIO *in,
                    const EVP_CIPHER *cipher, unsigned int flags);
CMS_ContentInfo *CMS_encrypt_ex(STACK_OF(X509) *certs, BIO *in,
                    const EVP_CIPHER *cipher, unsigned int flags,
                    OSSL_LIB_CTX *ctx, const char *propq);

int CMS_decrypt(CMS_ContentInfo *cms, EVP_PKEY *pkey, X509 *cert,
           BIO *dcont, BIO *out, unsigned int flags);

int CMS_decrypt_set1_pkey(CMS_ContentInfo *cms, EVP_PKEY *pk, X509 *cert);
int CMS_decrypt_set1_pkey_and_peer(CMS_ContentInfo *cms, EVP_PKEY *pk,
                        X509 *cert, X509 *peer);
int CMS_decrypt_set1_key(CMS_ContentInfo *cms,
                unsigned char *key, size_t keylen,
                const unsigned char
 *id, size_t idlen);
int CMS_decrypt_set1_password(CMS_ContentInfo *cms,
                    unsigned char *pass, ossl_ssize_t passlen);

STACK_OF(CMS_RecipientInfo) *CMS_get0_RecipientInfos(CMS_ContentInfo *cms);
int CMS_RecipientInfo_type(CMS_RecipientInfo *ri);
EVP_PKEY_CTX *CMS_RecipientInfo_get0_pkey_ctx(CMS_RecipientInfo *ri);
CMS_ContentInfo *CMS_AuthEnvelopedData_create(const EVP_CIPHER *cipher);
CMS_ContentInfo *
CMS_AuthEnvelopedData_create_ex(const EVP_CIPHER *cipher, OSSL_LIB_CTX *ctx,
                    const char *propq);
CMS_ContentInfo *CMS_EnvelopedData_create(const EVP_CIPHER *cipher);
CMS_ContentInfo *CMS_EnvelopedData_create_ex(const EVP_CIPHER *cipher,
```

```
                                OSSL_LIB_CTX *ctx,
                                const char *propq);

CMS_RecipientInfo *CMS_add1_recipient_cert(CMS_ContentInfo *cms,
                                X509 *recip, unsigned int flags);
CMS_RecipientInfo *CMS_add1_recipient(CMS_ContentInfo
 *cms, X509 *recip,
   EVP_PKEY *originatorPrivKey, X509 * originator, unsigned int flags);
int CMS_RecipientInfo_set0_pkey(CMS_RecipientInfo *ri, EVP_PKEY *pkey);
int CMS_RecipientInfo_ktri_cert_cmp(CMS_RecipientInfo *ri, X509 *cert);
int CMS_RecipientInfo_ktri_get0_algs(CMS_RecipientInfo *ri,
                                EVP_PKEY **pk, X509 **recip,
                                X509_ALGOR **palg);
int CMS_RecipientInfo_ktri_get0_signer_id(CMS_RecipientInfo *ri,
                                ASN1_OCTET_STRING **keyid,
                                X509_NAME **issuer,
                                ASN1_INTEGER **sno);

CMS_RecipientInfo *CMS_add0_recipient_key(CMS_ContentInfo *cms, int nid,
                                unsigned char *key, size_t keylen,
                                unsigned char *id, size_t idlen,
                                ASN1_GENERALIZEDTIME *date,
                                 ASN1_OBJECT *otherTypeId,
                                ASN1_TYPE *otherType);

int CMS_RecipientInfo_kekri_get0_id(CMS_RecipientInfo *ri,
                                X509_ALGOR **palg,
                                ASN1_OCTET_STRING **pid,
                                ASN1_GENERALIZEDTIME **pdate,
                                ASN1_OBJECT **potherid,
                                ASN1_TYPE **pothertype);

int CMS_RecipientInfo_set0_key(CMS_RecipientInfo *ri,
                              unsigned char *key, size_t keylen);

int CMS_RecipientInfo_kekri_id_cmp(CMS_RecipientInfo *ri,
                                const unsigned char *id, size_t idlen);

int CMS_RecipientInfo_set0_password(CMS_RecipientInfo *ri,
                                unsigned char *pass,
                                ossl_ssize_t passlen);

CMS_RecipientInfo *CMS_add0_recipient_password(CMS_ContentInfo *cms,
                                 int iter, int wrap_nid,
                                int pbe_nid,
                                unsigned char *pass,
                                ossl_ssize_t passlen,
                                const EVP_CIPHER *kekciph);
```

```
int CMS_RecipientInfo_decrypt(CMS_ContentInfo *cms, CMS_RecipientInfo *ri);
int CMS_RecipientInfo_encrypt(const CMS_ContentInfo *cms, CMS_RecipientInfo *ri);

int CMS_uncompress(CMS_ContentInfo *cms, BIO *dcont, BIO *out,
                   unsigned int flags);
CMS_ContentInfo *CMS_compress(BIO *in, int comp_nid, unsigned int flags);

int CMS_set1_eContentType(CMS_ContentInfo *cms, const ASN1_OBJECT *oid);
const ASN1_OBJECT *CMS_get0_eContentType(CMS_ContentInfo *cms);

CMS_CertificateChoices *CMS_add0_CertificateChoices(CMS_ContentInfo *cms);
int CMS_add0_cert(CMS_ContentInfo *cms, X509 *cert);
int CMS_add1_cert(CMS_ContentInfo *cms, X509 *cert);
STACK_OF(X509)
 *CMS_get1_certs(CMS_ContentInfo *cms);

CMS_RevocationInfoChoice *CMS_add0_RevocationInfoChoice(CMS_ContentInfo *cms);
int CMS_add0_crl(CMS_ContentInfo *cms, X509_CRL *crl);
int CMS_add1_crl(CMS_ContentInfo *cms, X509_CRL *crl);
STACK_OF(X509_CRL) *CMS_get1_crls(CMS_ContentInfo *cms);

int CMS_SignedData_init(CMS_ContentInfo *cms);
CMS_SignerInfo *CMS_add1_signer(CMS_ContentInfo *cms,
                        X509 *signer, EVP_PKEY *pk, const EVP_MD *md,
                        unsigned int flags);
EVP_PKEY_CTX *CMS_SignerInfo_get0_pkey_ctx(CMS_SignerInfo *si);
EVP_MD_CTX *CMS_SignerInfo_get0_md_ctx(CMS_SignerInfo *si);
STACK_OF(CMS_SignerInfo) *CMS_get0_SignerInfos(CMS_ContentInfo *cms);

void CMS_SignerInfo_set1_signer_cert(CMS_SignerInfo *si, X509 *signer);
int CMS_SignerInfo_get0_signer_id(CMS_SignerInfo *si,
                          ASN1_OCTET_STRING **keyid,
                          X509_NAME **issuer, ASN1_INTEGER **sno);
int CMS_SignerInfo_cert_cmp(CMS_SignerInfo
 *si, X509 *cert);
int CMS_set1_signers_certs(CMS_ContentInfo *cms, STACK_OF(X509) *certs,
                    unsigned int flags);
void CMS_SignerInfo_get0_algs(CMS_SignerInfo *si, EVP_PKEY **pk,
                      X509 **signer, X509_ALGOR **pdig,
                      X509_ALGOR **psig);
ASN1_OCTET_STRING *CMS_SignerInfo_get0_signature(CMS_SignerInfo *si);
int CMS_SignerInfo_sign(CMS_SignerInfo *si);
int CMS_SignerInfo_verify(CMS_SignerInfo *si);
int CMS_SignerInfo_verify_content(CMS_SignerInfo *si, BIO *chain);

int CMS_add_smimecap(CMS_SignerInfo *si, STACK_OF(X509_ALGOR) *algs);
int CMS_add_simple_smimecap(STACK_OF(X509_ALGOR) **algs,
```

```
                int algnid, int keysize);
int CMS_add_standard_smimecap(STACK_OF(X509_ALGOR) **smcap);

int CMS_signed_get_attr_count(const CMS_SignerInfo *si);
int CMS_signed_get_attr_by_NID(const CMS_SignerInfo *si, int nid,
                int lastpos);
int CMS_signed_get_attr_by_OBJ(const
 CMS_SignerInfo *si, const ASN1_OBJECT *obj,
                int lastpos);
X509_ATTRIBUTE *CMS_signed_get_attr(const CMS_SignerInfo *si, int loc);
X509_ATTRIBUTE *CMS_signed_delete_attr(CMS_SignerInfo *si, int loc);
int CMS_signed_add1_attr(CMS_SignerInfo *si, X509_ATTRIBUTE *attr);
int CMS_signed_add1_attr_by_OBJ(CMS_SignerInfo *si,
                const ASN1_OBJECT *obj, int type,
                const void *bytes, int len);
int CMS_signed_add1_attr_by_NID(CMS_SignerInfo *si,
                int nid, int type,
                const void *bytes, int len);
int CMS_signed_add1_attr_by_txt(CMS_SignerInfo *si,
                const char *attrname, int type,
                const void *bytes, int len);
void *CMS_signed_get0_data_by_OBJ(const CMS_SignerInfo *si,
                 const ASN1_OBJECT *oid,

  int lastpos, int type);

int CMS_unsigned_get_attr_count(const CMS_SignerInfo *si);
int CMS_unsigned_get_attr_by_NID(const CMS_SignerInfo *si, int nid,
                int lastpos);
int CMS_unsigned_get_attr_by_OBJ(const CMS_SignerInfo *si,
                const ASN1_OBJECT *obj, int lastpos);
X509_ATTRIBUTE *CMS_unsigned_get_attr(const CMS_SignerInfo *si, int loc);
X509_ATTRIBUTE *CMS_unsigned_delete_attr(CMS_SignerInfo *si, int loc);
int CMS_unsigned_add1_attr(CMS_SignerInfo *si, X509_ATTRIBUTE *attr);
int CMS_unsigned_add1_attr_by_OBJ(CMS_SignerInfo *si,
                 const ASN1_OBJECT *obj, int type,
                 const void *bytes, int len);
int CMS_unsigned_add1_attr_by_NID(CMS_SignerInfo *si,
                 int nid, int type,
                 const void *bytes, int len);
int CMS_unsigned_add1_attr_by_txt(CMS_SignerInfo *si,
                 const char
 *attrname, int type,
                 const void *bytes, int len);
void *CMS_unsigned_get0_data_by_OBJ(CMS_SignerInfo *si, ASN1_OBJECT *oid,
                  int lastpos, int type);

int CMS_get1_ReceiptRequest(CMS_SignerInfo *si, CMS_ReceiptRequest **prr);
```

```
CMS_ReceiptRequest *CMS_ReceiptRequest_create0(
  unsigned char *id, int idlen, int allorfirst,
  STACK_OF(GENERAL_NAMES) *receiptList,
  STACK_OF(GENERAL_NAMES) *receiptsTo);
CMS_ReceiptRequest *CMS_ReceiptRequest_create0_ex(
  unsigned char *id, int idlen, int allorfirst,
  STACK_OF(GENERAL_NAMES) *receiptList,
  STACK_OF(GENERAL_NAMES) *receiptsTo,
  OSSL_LIB_CTX *ctx);

int CMS_add1_ReceiptRequest(CMS_SignerInfo *si, CMS_ReceiptRequest *rr);
void CMS_ReceiptRequest_get0_values(CMS_ReceiptRequest *rr,
                                    ASN1_STRING **pcid,
                                    int *pallorfirst,
                                    STACK_OF(GENERAL_NAMES) **plist,

                                   STACK_OF(GENERAL_NAMES) **prto);
int CMS_RecipientInfo_kari_get0_alg(CMS_RecipientInfo *ri,
                                    X509_ALGOR **palg,
                                    ASN1_OCTET_STRING **pukm);
STACK_OF(CMS_RecipientEncryptedKey)
*CMS_RecipientInfo_kari_get0_reks(CMS_RecipientInfo *ri);

int CMS_RecipientInfo_kari_get0_orig_id(CMS_RecipientInfo *ri,
                                        X509_ALGOR **pubalg,
                                        ASN1_BIT_STRING **pubkey,
                                        ASN1_OCTET_STRING **keyid,
                                        X509_NAME **issuer,
                                        ASN1_INTEGER **sno);

int CMS_RecipientInfo_kari_orig_id_cmp(CMS_RecipientInfo *ri, X509 *cert);

int CMS_RecipientEncryptedKey_get0_id(CMS_RecipientEncryptedKey *rek,
                                      ASN1_OCTET_STRING **keyid,
                                      ASN1_GENERALIZEDTIME **tm,

                                    CMS_OtherKeyAttribute **other,
                                      X509_NAME **issuer, ASN1_INTEGER **sno);
int CMS_RecipientEncryptedKey_cert_cmp(CMS_RecipientEncryptedKey *rek,
                                       X509 *cert);
int CMS_RecipientInfo_kari_set0_pkey(CMS_RecipientInfo *ri, EVP_PKEY *pk);
int CMS_RecipientInfo_kari_set0_pkey_and_peer(CMS_RecipientInfo *ri, EVP_PKEY *pk, X509 *peer);
EVP_CIPHER_CTX *CMS_RecipientInfo_kari_get0_ctx(CMS_RecipientInfo *ri);
int CMS_RecipientInfo_kari_decrypt(CMS_ContentInfo *cms,
                                   CMS_RecipientInfo *ri,
                                   CMS_RecipientEncryptedKey *rek);

int CMS_SharedInfo_encode(unsigned char **pder, X509_ALGOR *kekalg,
```

```
                    ASN1_OCTET_STRING *ukm, int keylen);

/* Backward compatibility for spelling errors. */
# define CMS_R_UNKNOWN_DIGEST_ALGORITM CMS_R_UNKNOWN_DIGEST_ALGORITHM
# define CMS_R_UNSUPPORTED_RECPIENTINFO_TYPE \
   CMS_R_UNSUPPORTED_RECIPIENTINFO_TYPE

#
 ifdef  __cplusplus
}
#  endif
# endif
#endif
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/asn1.h.in
*
* Copyright 1995-2021 The OpenSSL Project Authors. All Rights Reserved.
*
* Licensed under the Apache License 2.0 (the "License").  You may not use
* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/



#ifndef OPENSSL_ASN1_H
# define OPENSSL_ASN1_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_ASN1_H
# endif

# include <time.h>
# include <openssl/e_os2.h>
# include <openssl/opensslconf.h>
# include <openssl/bio.h>
# include <openssl/safestack.h>
# include <openssl/asn1err.h>
# include <openssl/symhacks.h>

# include <openssl/types.h>
# include <openssl/bn.h>

# ifdef OPENSSL_BUILD_SHLIBCRYPTO
```

```
#  undef OPENSSL_EXTERN
#  define OPENSSL_EXTERN OPENSSL_EXPORT
# endif

#ifdef  __cplusplus
extern "C" {
#endif

# define V_ASN1_UNIVERSAL
            0x00
# define V_ASN1_APPLICATION             0x40
# define V_ASN1_CONTEXT_SPECIFIC        0x80
# define V_ASN1_PRIVATE                 0xc0

# define V_ASN1_CONSTRUCTED             0x20
# define V_ASN1_PRIMITIVE_TAG           0x1f
# define V_ASN1_PRIMATIVE_TAG /*compat*/ V_ASN1_PRIMITIVE_TAG

# define V_ASN1_APP_CHOOSE              -2/* let the recipient choose */
# define V_ASN1_OTHER                   -3/* used in ASN1_TYPE */
# define V_ASN1_ANY                     -4/* used in ASN1 template code */

# define V_ASN1_UNDEF                   -1
/* ASN.1 tag values */
# define V_ASN1_EOC                     0
# define V_ASN1_BOOLEAN                 1 /**/
# define V_ASN1_INTEGER                 2
# define V_ASN1_BIT_STRING              3
# define V_ASN1_OCTET_STRING            4
# define V_ASN1_NULL                    5
# define V_ASN1_OBJECT                  6
# define V_ASN1_OBJECT_DESCRIPTOR       7
# define V_ASN1_EXTERNAL                8
#
 define V_ASN1_REAL                     9
# define V_ASN1_ENUMERATED              10
# define V_ASN1_UTF8STRING              12
# define V_ASN1_SEQUENCE                16
# define V_ASN1_SET                     17
# define V_ASN1_NUMERICSTRING           18 /**/
# define V_ASN1_PRINTABLESTRING         19
# define V_ASN1_T61STRING               20
# define V_ASN1_TELETEXSTRING           20/* alias */
# define V_ASN1_VIDEOTEXSTRING          21 /**/
# define V_ASN1_IA5STRING               22
# define V_ASN1_UTCTIME                 23
# define V_ASN1_GENERALIZEDTIME         24 /**/
# define V_ASN1_GRAPHICSTRING           25 /**/
```

```
# define V_ASN1_ISO64STRING             26 /**/
# define V_ASN1_VISIBLESTRING           26/* alias */
# define V_ASN1_GENERALSTRING           27 /**/
# define V_ASN1_UNIVERSALSTRING         28 /**/
# define V_ASN1_BMPSTRING               30

/*
* NB the constants below are used internally by ASN1_INTEGER
* and ASN1_ENUMERATED to indicate the sign.
 They are *not* on
* the wire tag values.
*/

# define V_ASN1_NEG                     0x100
# define V_ASN1_NEG_INTEGER             (2 | V_ASN1_NEG)
# define V_ASN1_NEG_ENUMERATED          (10 | V_ASN1_NEG)

/* For use with d2i_ASN1_type_bytes() */
# define B_ASN1_NUMERICSTRING    0x0001
# define B_ASN1_PRINTABLESTRING  0x0002
# define B_ASN1_T61STRING        0x0004
# define B_ASN1_TELETEXSTRING    0x0004
# define B_ASN1_VIDEOTEXSTRING   0x0008
# define B_ASN1_IA5STRING        0x0010
# define B_ASN1_GRAPHICSTRING    0x0020
# define B_ASN1_ISO64STRING      0x0040
# define B_ASN1_VISIBLESTRING    0x0040
# define B_ASN1_GENERALSTRING    0x0080
# define B_ASN1_UNIVERSALSTRING  0x0100
# define B_ASN1_OCTET_STRING     0x0200
# define B_ASN1_BIT_STRING       0x0400
# define B_ASN1_BMPSTRING        0x0800
# define B_ASN1_UNKNOWN          0x1000
# define B_ASN1_UTF8STRING       0x2000
# define B_ASN1_UTCTIME          0x4000
# define B_ASN1_GENERALIZEDTIME  0x8000
# define B_ASN1_SEQUENCE
        0x10000
/* For use with ASN1_mbstring_copy() */
# define MBSTRING_FLAG          0x1000
# define MBSTRING_UTF8          (MBSTRING_FLAG)
# define MBSTRING_ASC           (MBSTRING_FLAG|1)
# define MBSTRING_BMP           (MBSTRING_FLAG|2)
# define MBSTRING_UNIV          (MBSTRING_FLAG|4)
# define SMIME_OLDMIME          0x400
# define SMIME_CRLFEOL          0x800
# define SMIME_STREAM           0x1000
```

```
/* Stacks for types not otherwise defined in this header */
SKM_DEFINE_STACK_OF_INTERNAL(X509_ALGOR, X509_ALGOR, X509_ALGOR)
#define sk_X509_ALGOR_num(sk) OPENSSL_sk_num(ossl_check_const_X509_ALGOR_sk_type(sk))
#define sk_X509_ALGOR_value(sk, idx) ((X509_ALGOR
*)OPENSSL_sk_value(ossl_check_const_X509_ALGOR_sk_type(sk), (idx)))
#define sk_X509_ALGOR_new(cmp) ((STACK_OF(X509_ALGOR)
*)OPENSSL_sk_new(ossl_check_X509_ALGOR_compfunc_type(cmp)))
#define sk_X509_ALGOR_new_null() ((STACK_OF(X509_ALGOR) *)OPENSSL_sk_new_null())
#define sk_X509_ALGOR_new_reserve(cmp, n) ((STACK_OF(X509_ALGOR)
 *)OPENSSL_sk_new_reserve(ossl_check_X509_ALGOR_compfunc_type(cmp), (n)))
#define sk_X509_ALGOR_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_ALGOR_sk_type(sk), (n))
#define sk_X509_ALGOR_free(sk) OPENSSL_sk_free(ossl_check_X509_ALGOR_sk_type(sk))
#define sk_X509_ALGOR_zero(sk) OPENSSL_sk_zero(ossl_check_X509_ALGOR_sk_type(sk))
#define sk_X509_ALGOR_delete(sk, i) ((X509_ALGOR
*)OPENSSL_sk_delete(ossl_check_X509_ALGOR_sk_type(sk), (i)))
#define sk_X509_ALGOR_delete_ptr(sk, ptr) ((X509_ALGOR
*)OPENSSL_sk_delete_ptr(ossl_check_X509_ALGOR_sk_type(sk), ossl_check_X509_ALGOR_type(ptr)))
#define sk_X509_ALGOR_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_ALGOR_sk_type(sk),
ossl_check_X509_ALGOR_type(ptr))
#define sk_X509_ALGOR_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_ALGOR_sk_type(sk),
ossl_check_X509_ALGOR_type(ptr))
#define sk_X509_ALGOR_pop(sk) ((X509_ALGOR
*)OPENSSL_sk_pop(ossl_check_X509_ALGOR_sk_type(sk)))
#define sk_X509_ALGOR_shift(sk) ((X509_ALGOR
*)OPENSSL_sk_shift(ossl_check_X509_ALGOR_sk_type(sk)))
#define
 sk_X509_ALGOR_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_ALGOR_sk_type(sk),ossl_check_X509_ALGOR_freefunc_type(freefu
nc))
#define sk_X509_ALGOR_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_ALGOR_sk_type(sk),
ossl_check_X509_ALGOR_type(ptr), (idx))
#define sk_X509_ALGOR_set(sk, idx, ptr) ((X509_ALGOR
*)OPENSSL_sk_set(ossl_check_X509_ALGOR_sk_type(sk), (idx), ossl_check_X509_ALGOR_type(ptr)))
#define sk_X509_ALGOR_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_ALGOR_sk_type(sk),
ossl_check_X509_ALGOR_type(ptr))
#define sk_X509_ALGOR_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_ALGOR_sk_type(sk),
ossl_check_X509_ALGOR_type(ptr))
#define sk_X509_ALGOR_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_X509_ALGOR_sk_type(sk),
ossl_check_X509_ALGOR_type(ptr), pnum)
#define sk_X509_ALGOR_sort(sk) OPENSSL_sk_sort(ossl_check_X509_ALGOR_sk_type(sk))
#define sk_X509_ALGOR_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_X509_ALGOR_sk_type(sk))
#define
 sk_X509_ALGOR_dup(sk) ((STACK_OF(X509_ALGOR)
*)OPENSSL_sk_dup(ossl_check_const_X509_ALGOR_sk_type(sk)))
#define sk_X509_ALGOR_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_ALGOR)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_ALGOR_sk_type(sk),
ossl_check_X509_ALGOR_copyfunc_type(copyfunc), ossl_check_X509_ALGOR_freefunc_type(freefunc)))
#define sk_X509_ALGOR_set_cmp_func(sk, cmp)
```

```
((sk_X509_ALGOR_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_ALGOR_sk_type(sk),
ossl_check_X509_ALGOR_compfunc_type(cmp)))



# define ASN1_STRING_FLAG_BITS_LEFT 0x08/* Set if 0x07 has bits left value */
/*
* This indicates that the ASN1_STRING is not a real value but just a place
* holder for the location where indefinite length constructed data should be
* inserted in the memory buffer
*/
# define ASN1_STRING_FLAG_NDEF 0x010

/*
* This flag is used by the CMS code to indicate that a string is not
* complete and is a place holder for content when it had
 all been accessed.
* The flag will be reset when content has been written to it.
*/

# define ASN1_STRING_FLAG_CONT 0x020
/*
* This flag is used by ASN1 code to indicate an ASN1_STRING is an MSTRING
* type.
*/
# define ASN1_STRING_FLAG_MSTRING 0x040
/* String is embedded and only content should be freed */
# define ASN1_STRING_FLAG_EMBED 0x080
/* String should be parsed in RFC 5280's time format */
# define ASN1_STRING_FLAG_X509_TIME 0x100
/* This is the base type that holds just about everything :-) */
struct asn1_string_st {
  int length;
  int type;
  unsigned char *data;
  /*
   * The value of the following field depends on the type being held.  It
   * is mostly being used for BIT_STRING so if the input data has a
   * non-zero 'unused bits' value, it will be handled correctly
   */
  long flags;
};

/*
* ASN1_ENCODING structure: this is used to save the received encoding of an
* ASN1 type. This is useful to get round problems with invalid encodings
* which
```

```
 can break signatures.
*/

typedef struct ASN1_ENCODING_st {
  unsigned char *enc;        /* DER encoding */
  long len;                  /* Length of encoding */
  int modified;              /* set to 1 if 'enc' is invalid */
} ASN1_ENCODING;

/* Used with ASN1 LONG type: if a long is set to this it is omitted */
# define ASN1_LONG_UNDEF 0x7fffffffL

# define STABLE_FLAGS_MALLOC     0x01
/*
* A zero passed to ASN1_STRING_TABLE_new_add for the flags is interpreted
* as "don't change" and STABLE_FLAGS_MALLOC is always set. By setting
* STABLE_FLAGS_MALLOC only we can clear the existing value. Use the alias
* STABLE_FLAGS_CLEAR to reflect this.
*/
# define STABLE_FLAGS_CLEAR      STABLE_FLAGS_MALLOC
# define STABLE_NO_MASK          0x02
# define DIRSTRING_TYPE  \
(B_ASN1_PRINTABLESTRING|B_ASN1_T61STRING|B_ASN1_BMPSTRING|B_ASN1_UTF8STRING)
# define PKCS9STRING_TYPE (DIRSTRING_TYPE|B_ASN1_IA5STRING)

struct asn1_string_table_st {
  int nid;
  long minsize;
  long maxsize;
   unsigned long mask;
  unsigned long flags;
};

SKM_DEFINE_STACK_OF_INTERNAL(ASN1_STRING_TABLE, ASN1_STRING_TABLE,
ASN1_STRING_TABLE)
#define sk_ASN1_STRING_TABLE_num(sk)
OPENSSL_sk_num(ossl_check_const_ASN1_STRING_TABLE_sk_type(sk))
#define sk_ASN1_STRING_TABLE_value(sk, idx) ((ASN1_STRING_TABLE
*)OPENSSL_sk_value(ossl_check_const_ASN1_STRING_TABLE_sk_type(sk), (idx)))
#define sk_ASN1_STRING_TABLE_new(cmp) ((STACK_OF(ASN1_STRING_TABLE)
*)OPENSSL_sk_new(ossl_check_ASN1_STRING_TABLE_compfunc_type(cmp)))
#define sk_ASN1_STRING_TABLE_new_null() ((STACK_OF(ASN1_STRING_TABLE)
*)OPENSSL_sk_new_null())
#define sk_ASN1_STRING_TABLE_new_reserve(cmp, n) ((STACK_OF(ASN1_STRING_TABLE)
*)OPENSSL_sk_new_reserve(ossl_check_ASN1_STRING_TABLE_compfunc_type(cmp), (n)))
#define sk_ASN1_STRING_TABLE_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_ASN1_STRING_TABLE_sk_type(sk), (n))
#define sk_ASN1_STRING_TABLE_free(sk)
```

OPENSSL_sk_free(ossl_check_ASN1_STRING_TABLE_sk_type(sk))
#define sk_ASN1_STRING_TABLE_zero(sk)
OPENSSL_sk_zero(ossl_check_ASN1_STRING_TABLE_sk_type(sk))
#define sk_ASN1_STRING_TABLE_delete(sk, i) ((ASN1_STRING_TABLE
*)OPENSSL_sk_delete(ossl_check_ASN1_STRING_TABLE_sk_type(sk), (i)))
#define sk_ASN1_STRING_TABLE_delete_ptr(sk, ptr) ((ASN1_STRING_TABLE
*)OPENSSL_sk_delete_ptr(ossl_check_ASN1_STRING_TABLE_sk_type(sk),
ossl_check_ASN1_STRING_TABLE_type(ptr)))
#define sk_ASN1_STRING_TABLE_push(sk, ptr)
OPENSSL_sk_push(ossl_check_ASN1_STRING_TABLE_sk_type(sk),
ossl_check_ASN1_STRING_TABLE_type(ptr))
#define sk_ASN1_STRING_TABLE_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_ASN1_STRING_TABLE_sk_type(sk),
ossl_check_ASN1_STRING_TABLE_type(ptr))
#define sk_ASN1_STRING_TABLE_pop(sk) ((ASN1_STRING_TABLE
*)OPENSSL_sk_pop(ossl_check_ASN1_STRING_TABLE_sk_type(sk)))
#define sk_ASN1_STRING_TABLE_shift(sk) ((ASN1_STRING_TABLE
*)OPENSSL_sk_shift(ossl_check_ASN1_STRING_TABLE_sk_type(sk)))
#define sk_ASN1_STRING_TABLE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ASN1_STRING_TABLE_sk_type(sk),ossl_check_ASN1_STRING_TABLE_
freefunc_type(freefunc))
#define
sk_ASN1_STRING_TABLE_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_ASN1_STRING_TABLE_sk_type(sk),
ossl_check_ASN1_STRING_TABLE_type(ptr), (idx))
#define sk_ASN1_STRING_TABLE_set(sk, idx, ptr) ((ASN1_STRING_TABLE
*)OPENSSL_sk_set(ossl_check_ASN1_STRING_TABLE_sk_type(sk), (idx),
ossl_check_ASN1_STRING_TABLE_type(ptr)))
#define sk_ASN1_STRING_TABLE_find(sk, ptr)
OPENSSL_sk_find(ossl_check_ASN1_STRING_TABLE_sk_type(sk),
ossl_check_ASN1_STRING_TABLE_type(ptr))
#define sk_ASN1_STRING_TABLE_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_ASN1_STRING_TABLE_sk_type(sk),
ossl_check_ASN1_STRING_TABLE_type(ptr))
#define sk_ASN1_STRING_TABLE_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ASN1_STRING_TABLE_sk_type(sk),
ossl_check_ASN1_STRING_TABLE_type(ptr), pnum)
#define sk_ASN1_STRING_TABLE_sort(sk)
OPENSSL_sk_sort(ossl_check_ASN1_STRING_TABLE_sk_type(sk))
#define sk_ASN1_STRING_TABLE_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_ASN1_STRING_TABLE_sk_type(sk))
#define
sk_ASN1_STRING_TABLE_dup(sk) ((STACK_OF(ASN1_STRING_TABLE)
*)OPENSSL_sk_dup(ossl_check_const_ASN1_STRING_TABLE_sk_type(sk)))
#define sk_ASN1_STRING_TABLE_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ASN1_STRING_TABLE)
*)OPENSSL_sk_deep_copy(ossl_check_const_ASN1_STRING_TABLE_sk_type(sk),
ossl_check_ASN1_STRING_TABLE_copyfunc_type(copyfunc),
ossl_check_ASN1_STRING_TABLE_freefunc_type(freefunc)))

```
#define sk_ASN1_STRING_TABLE_set_cmp_func(sk, cmp)
((sk_ASN1_STRING_TABLE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ASN1_STRING_TABLE_sk_t
ype(sk), ossl_check_ASN1_STRING_TABLE_compfunc_type(cmp)))


/* size limits: this stuff is taken straight from RFC2459 */

# define ub_name                        32768
# define ub_common_name                 64
# define ub_locality_name               128
# define ub_state_name                  128
# define ub_organization_name           64
# define ub_organization_unit_name      64
#
 define ub_title                        64
# define ub_email_address               128

/*
* Declarations for template structures: for full definitions see asn1t.h
*/
typedef struct ASN1_TEMPLATE_st ASN1_TEMPLATE;
typedef struct ASN1_TLC_st ASN1_TLC;
/* This is just an opaque pointer */
typedef struct ASN1_VALUE_st ASN1_VALUE;

/* Declare ASN1 functions: the implement macro in in asn1t.h */

/*
* The mysterious 'extern' that's passed to some macros is innocuous,
* and is there to quiet pre-C99 compilers that may complain about empty
* arguments in macro calls.
*/

# define DECLARE_ASN1_FUNCTIONS_attr(attr, type)                        \
  DECLARE_ASN1_FUNCTIONS_name_attr(attr, type, type)
# define DECLARE_ASN1_FUNCTIONS(type)                                   \
  DECLARE_ASN1_FUNCTIONS_attr(extern, type)

# define DECLARE_ASN1_ALLOC_FUNCTIONS_attr(attr, type)                  \
  DECLARE_ASN1_ALLOC_FUNCTIONS_name_attr(attr, type, type)
# define DECLARE_ASN1_ALLOC_FUNCTIONS(type)
                        \
  DECLARE_ASN1_ALLOC_FUNCTIONS_attr(extern, type)

# define DECLARE_ASN1_FUNCTIONS_name_attr(attr, type, name)             \
  DECLARE_ASN1_ALLOC_FUNCTIONS_name_attr(attr, type, name)              \
  DECLARE_ASN1_ENCODE_FUNCTIONS_name_attr(attr, type, name)
# define DECLARE_ASN1_FUNCTIONS_name(type, name)                        \
```

```
  DECLARE_ASN1_FUNCTIONS_name_attr(extern, type, name)

# define DECLARE_ASN1_ENCODE_FUNCTIONS_attr(attr, type, itname, name)      \
  DECLARE_ASN1_ENCODE_FUNCTIONS_only_attr(attr, type, name)             \
  DECLARE_ASN1_ITEM_attr(attr, itname)
# define DECLARE_ASN1_ENCODE_FUNCTIONS(type, itname, name)               \
  DECLARE_ASN1_ENCODE_FUNCTIONS_attr(extern, type, itname, name)

# define DECLARE_ASN1_ENCODE_FUNCTIONS_name_attr(attr, type, name)        \
  DECLARE_ASN1_ENCODE_FUNCTIONS_attr(attr, type, name, name)
# define DECLARE_ASN1_ENCODE_FUNCTIONS_name(type, name)
 \
  DECLARE_ASN1_ENCODE_FUNCTIONS_name_attr(extern, type, name)

# define DECLARE_ASN1_ENCODE_FUNCTIONS_only_attr(attr, type, name)        \
  attr type *d2i_##name(type **a, const unsigned char **in, long len);    \
  attr int i2d_##name(const type *a, unsigned char **out);
# define DECLARE_ASN1_ENCODE_FUNCTIONS_only(type, name)                   \
  DECLARE_ASN1_ENCODE_FUNCTIONS_only_attr(extern, type, name)

# define DECLARE_ASN1_NDEF_FUNCTION_attr(attr, name)                      \
  attr int i2d_##name##_NDEF(const name *a, unsigned char **out);
# define DECLARE_ASN1_NDEF_FUNCTION(name)                                 \
  DECLARE_ASN1_NDEF_FUNCTION_attr(extern, name)

# define DECLARE_ASN1_ALLOC_FUNCTIONS_name_attr(attr, type, name)         \
  attr type *name##_new(void);                                            \
  attr void name##_free(type *a);
# define DECLARE_ASN1_ALLOC_FUNCTIONS_name(type, name)                    \
  DECLARE_ASN1_ALLOC_FUNCTIONS_name_attr(extern,
 type, name)

# define DECLARE_ASN1_DUP_FUNCTION_attr(attr, type)                       \
  DECLARE_ASN1_DUP_FUNCTION_name_attr(attr, type, type)
# define DECLARE_ASN1_DUP_FUNCTION(type)                                  \
  DECLARE_ASN1_DUP_FUNCTION_attr(extern, type)

# define DECLARE_ASN1_DUP_FUNCTION_name_attr(attr, type, name)            \
  attr type *name##_dup(const type *a);
# define DECLARE_ASN1_DUP_FUNCTION_name(type, name)                       \
  DECLARE_ASN1_DUP_FUNCTION_name_attr(extern, type, name)

# define DECLARE_ASN1_PRINT_FUNCTION_attr(attr, stname)                   \
  DECLARE_ASN1_PRINT_FUNCTION_fname_attr(attr, stname, stname)
# define DECLARE_ASN1_PRINT_FUNCTION(stname)                              \
  DECLARE_ASN1_PRINT_FUNCTION_attr(extern, stname)

# define DECLARE_ASN1_PRINT_FUNCTION_fname_attr(attr, stname, fname)      \
```

```
   attr int fname##_print_ctx(BIO *out, const stname *x, int indent,       \

                              const ASN1_PCTX *pctx);
# define DECLARE_ASN1_PRINT_FUNCTION_fname(stname, fname)                 \
   DECLARE_ASN1_PRINT_FUNCTION_fname_attr(extern, stname, fname)

# define D2I_OF(type) type *(*)(type **,const unsigned char **,long)
# define I2D_OF(type) int (*)(const type *,unsigned char **)

# define CHECKED_D2I_OF(type, d2i) \
   ((d2i_of_void*) (1 ? d2i : ((D2I_OF(type))0)))
# define CHECKED_I2D_OF(type, i2d) \
   ((i2d_of_void*) (1 ? i2d : ((I2D_OF(type))0)))
# define CHECKED_NEW_OF(type, xnew) \
   ((void *(*)(void)) (1 ? xnew : ((type *(*)(void))0)))
# define CHECKED_PTR_OF(type, p) \
   ((void*) (1 ? p : (type*)0))
# define CHECKED_PPTR_OF(type, p) \
   ((void**) (1 ? p : (type**)0))

# define TYPEDEF_D2I_OF(type) typedef type *d2i_of_##type(type **,const unsigned char **,long)
# define TYPEDEF_I2D_OF(type) typedef int i2d_of_##type(const type *,unsigned char **)
# define TYPEDEF_D2I2D_OF(type) TYPEDEF_D2I_OF(type); TYPEDEF_I2D_OF(type)

typedef
 void *d2i_of_void(void **, const unsigned char **, long);
typedef int i2d_of_void(const void *, unsigned char **);

/*-
* The following macros and typedefs allow an ASN1_ITEM
* to be embedded in a structure and referenced. Since
* the ASN1_ITEM pointers need to be globally accessible
* (possibly from shared libraries) they may exist in
* different forms. On platforms that support it the
* ASN1_ITEM structure itself will be globally exported.
* Other platforms will export a function that returns
* an ASN1_ITEM pointer.
*
* To handle both cases transparently the macros below
* should be used instead of hard coding an ASN1_ITEM
* pointer in a structure.
*
* The structure will look like this:
*
* typedef struct SOMETHING_st {
*      ...
*      ASN1_ITEM_EXP *iptr;
*      ...
```

```
* } SOMETHING;
*
* It would be initialised as e.g.:
*
* SOMETHING somevar = {...,ASN1_ITEM_ref(X509),...};
*
* and the actual pointer extracted with:
*
* const ASN1_ITEM *it = ASN1_ITEM_ptr(somevar.iptr);
 *
* Finally an ASN1_ITEM pointer can be extracted from an
* appropriate reference with: ASN1_ITEM_rptr(X509). This
* would be used when a function takes an ASN1_ITEM * argument.
*
*/


/*
* Platforms that can't easily handle shared global variables are declared as
* functions returning ASN1_ITEM pointers.
*/

/* ASN1_ITEM pointer exported type */
typedef const ASN1_ITEM *ASN1_ITEM_EXP (void);

/* Macro to obtain ASN1_ITEM pointer from exported type */
# define ASN1_ITEM_ptr(iptr) (iptr())

/* Macro to include ASN1_ITEM pointer from base type */
# define ASN1_ITEM_ref(iptr) (iptr##_it)

# define ASN1_ITEM_rptr(ref) (ref##_it())

# define DECLARE_ASN1_ITEM_attr(attr, name)                              \
   attr const ASN1_ITEM * name##_it(void);
# define DECLARE_ASN1_ITEM(name)                                         \
   DECLARE_ASN1_ITEM_attr(extern, name)

/* Parameters used by ASN1_STRING_print_ex() */

/*
* These determine which characters to escape:
 RFC2253 special characters,
* control characters and MSB set characters
*/

# define ASN1_STRFLGS_ESC_2253           1
# define ASN1_STRFLGS_ESC_CTRL           2
```

```
# define ASN1_STRFLGS_ESC_MSB           4

/* Lower 8 bits are reserved as an output type specifier */
# define ASN1_DTFLGS_TYPE_MASK    0x0FUL
# define ASN1_DTFLGS_RFC822       0x00UL
# define ASN1_DTFLGS_ISO8601      0x01UL

/*
* This flag determines how we do escaping: normally RC2253 backslash only,
* set this to use backslash and quote.
*/

# define ASN1_STRFLGS_ESC_QUOTE         8

/* These three flags are internal use only. */

/* Character is a valid PrintableString character */
# define CHARTYPE_PRINTABLESTRING       0x10
/* Character needs escaping if it is the first character */
# define CHARTYPE_FIRST_ESC_2253        0x20
/* Character needs escaping if it is the last character */
# define CHARTYPE_LAST_ESC_2253         0x40

/*
* NB the internal flags are safely reused below by flags handled at the top
 * level.
*/

/*
* If this is set we convert all character strings to UTF8 first
*/

# define ASN1_STRFLGS_UTF8_CONVERT      0x10

/*
* If this is set we don't attempt to interpret content: just assume all
* strings are 1 byte per character. This will produce some pretty odd
* looking output!
*/

# define ASN1_STRFLGS_IGNORE_TYPE       0x20

/* If this is set we include the string type in the output */
# define ASN1_STRFLGS_SHOW_TYPE         0x40

/*
* This determines which strings to display and which to 'dump' (hex dump of
* content octets or DER encoding). We can only dump non character strings or
```

```
* everything. If we don't dump 'unknown' they are interpreted as character
* strings with 1 octet per character and are subject to the usual escaping
* options.
*/

# define ASN1_STRFLGS_DUMP_ALL          0x80
# define ASN1_STRFLGS_DUMP_UNKNOWN      0x100

/*
* These determine what 'dumping' does, we can dump the content octets or the
* DER encoding: both use the RFC2253
 #XXXXX notation.
*/

# define ASN1_STRFLGS_DUMP_DER          0x200

/*
* This flag specifies that RC2254 escaping shall be performed.
*/
#define ASN1_STRFLGS_ESC_2254          0x400

/*
* All the string flags consistent with RFC2253, escaping control characters
* isn't essential in RFC2253 but it is advisable anyway.
*/

# define ASN1_STRFLGS_RFC2253    (ASN1_STRFLGS_ESC_2253 | \
                        ASN1_STRFLGS_ESC_CTRL | \
                        ASN1_STRFLGS_ESC_MSB | \
                        ASN1_STRFLGS_UTF8_CONVERT | \
                        ASN1_STRFLGS_DUMP_UNKNOWN | \
                        ASN1_STRFLGS_DUMP_DER)


struct asn1_type_st {
  int type;
  union {
      char *ptr;
      ASN1_BOOLEAN boolean;
      ASN1_STRING *asn1_string;
      ASN1_OBJECT *object;
      ASN1_INTEGER *integer;
      ASN1_ENUMERATED *enumerated;
      ASN1_BIT_STRING *bit_string;
      ASN1_OCTET_STRING *octet_string;

     ASN1_PRINTABLESTRING *printablestring;
      ASN1_T61STRING *t61string;
```

```
    ASN1_IA5STRING *ia5string;
    ASN1_GENERALSTRING *generalstring;
    ASN1_BMPSTRING *bmpstring;
    ASN1_UNIVERSALSTRING *universalstring;
    ASN1_UTCTIME *utctime;
    ASN1_GENERALIZEDTIME *generalizedtime;
    ASN1_VISIBLESTRING *visiblestring;
    ASN1_UTF8STRING *utf8string;
    /*
     * set and sequence are left complete and still contain the set or
     * sequence bytes
     */
    ASN1_STRING *set;
    ASN1_STRING *sequence;
    ASN1_VALUE *asn1_value;
  } value;
};

SKM_DEFINE_STACK_OF_INTERNAL(ASN1_TYPE, ASN1_TYPE, ASN1_TYPE)
#define sk_ASN1_TYPE_num(sk) OPENSSL_sk_num(ossl_check_const_ASN1_TYPE_sk_type(sk))
#define sk_ASN1_TYPE_value(sk, idx) ((ASN1_TYPE
*)OPENSSL_sk_value(ossl_check_const_ASN1_TYPE_sk_type(sk), (idx)))
#define sk_ASN1_TYPE_new(cmp) ((STACK_OF(ASN1_TYPE)
*)OPENSSL_sk_new(ossl_check_ASN1_TYPE_compfunc_type(cmp)))
#define
 sk_ASN1_TYPE_new_null() ((STACK_OF(ASN1_TYPE) *)OPENSSL_sk_new_null())
#define sk_ASN1_TYPE_new_reserve(cmp, n) ((STACK_OF(ASN1_TYPE)
*)OPENSSL_sk_new_reserve(ossl_check_ASN1_TYPE_compfunc_type(cmp), (n)))
#define sk_ASN1_TYPE_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_ASN1_TYPE_sk_type(sk), (n))
#define sk_ASN1_TYPE_free(sk) OPENSSL_sk_free(ossl_check_ASN1_TYPE_sk_type(sk))
#define sk_ASN1_TYPE_zero(sk) OPENSSL_sk_zero(ossl_check_ASN1_TYPE_sk_type(sk))
#define sk_ASN1_TYPE_delete(sk, i) ((ASN1_TYPE
*)OPENSSL_sk_delete(ossl_check_ASN1_TYPE_sk_type(sk), (i)))
#define sk_ASN1_TYPE_delete_ptr(sk, ptr) ((ASN1_TYPE
*)OPENSSL_sk_delete_ptr(ossl_check_ASN1_TYPE_sk_type(sk), ossl_check_ASN1_TYPE_type(ptr)))
#define sk_ASN1_TYPE_push(sk, ptr) OPENSSL_sk_push(ossl_check_ASN1_TYPE_sk_type(sk),
ossl_check_ASN1_TYPE_type(ptr))
#define sk_ASN1_TYPE_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_ASN1_TYPE_sk_type(sk),
ossl_check_ASN1_TYPE_type(ptr))
#define sk_ASN1_TYPE_pop(sk) ((ASN1_TYPE *)OPENSSL_sk_pop(ossl_check_ASN1_TYPE_sk_type(sk)))
#define
 sk_ASN1_TYPE_shift(sk) ((ASN1_TYPE *)OPENSSL_sk_shift(ossl_check_ASN1_TYPE_sk_type(sk)))
#define sk_ASN1_TYPE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ASN1_TYPE_sk_type(sk),ossl_check_ASN1_TYPE_freefunc_type(freefunc))
#define sk_ASN1_TYPE_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_ASN1_TYPE_sk_type(sk),
ossl_check_ASN1_TYPE_type(ptr), (idx))
#define sk_ASN1_TYPE_set(sk, idx, ptr) ((ASN1_TYPE
*)OPENSSL_sk_set(ossl_check_ASN1_TYPE_sk_type(sk), (idx), ossl_check_ASN1_TYPE_type(ptr)))
```

```
#define sk_ASN1_TYPE_find(sk, ptr) OPENSSL_sk_find(ossl_check_ASN1_TYPE_sk_type(sk),
ossl_check_ASN1_TYPE_type(ptr))
#define sk_ASN1_TYPE_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_ASN1_TYPE_sk_type(sk),
ossl_check_ASN1_TYPE_type(ptr))
#define sk_ASN1_TYPE_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_ASN1_TYPE_sk_type(sk),
ossl_check_ASN1_TYPE_type(ptr), pnum)
#define sk_ASN1_TYPE_sort(sk) OPENSSL_sk_sort(ossl_check_ASN1_TYPE_sk_type(sk))
#define
 sk_ASN1_TYPE_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_ASN1_TYPE_sk_type(sk))
#define sk_ASN1_TYPE_dup(sk) ((STACK_OF(ASN1_TYPE)
*)OPENSSL_sk_dup(ossl_check_const_ASN1_TYPE_sk_type(sk)))
#define sk_ASN1_TYPE_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ASN1_TYPE)
*)OPENSSL_sk_deep_copy(ossl_check_const_ASN1_TYPE_sk_type(sk),
ossl_check_ASN1_TYPE_copyfunc_type(copyfunc), ossl_check_ASN1_TYPE_freefunc_type(freefunc)))
#define sk_ASN1_TYPE_set_cmp_func(sk, cmp)
((sk_ASN1_TYPE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ASN1_TYPE_sk_type(sk),
ossl_check_ASN1_TYPE_compfunc_type(cmp)))


typedef STACK_OF(ASN1_TYPE) ASN1_SEQUENCE_ANY;

DECLARE_ASN1_ENCODE_FUNCTIONS_name(ASN1_SEQUENCE_ANY, ASN1_SEQUENCE_ANY)
DECLARE_ASN1_ENCODE_FUNCTIONS_name(ASN1_SEQUENCE_ANY, ASN1_SET_ANY)

/* This is used to contain a list of bit names */
typedef struct BIT_STRING_BITNAME_st {
  int bitnum;
  const char *lname;
  const char *sname;
} BIT_STRING_BITNAME;

# define
 B_ASN1_TIME \
                B_ASN1_UTCTIME | \
                B_ASN1_GENERALIZEDTIME

# define B_ASN1_PRINTABLE \
                B_ASN1_NUMERICSTRING| \
                B_ASN1_PRINTABLESTRING| \
                B_ASN1_T61STRING| \
                B_ASN1_IA5STRING| \
                B_ASN1_BIT_STRING| \
                B_ASN1_UNIVERSALSTRING|\
                B_ASN1_BMPSTRING|\
                B_ASN1_UTF8STRING|\
                B_ASN1_SEQUENCE|\
                B_ASN1_UNKNOWN
```

```
# define B_ASN1_DIRECTORYSTRING \
                B_ASN1_PRINTABLESTRING| \
                B_ASN1_TELETEXSTRING|\
                B_ASN1_BMPSTRING|\
                B_ASN1_UNIVERSALSTRING|\
                B_ASN1_UTF8STRING

# define B_ASN1_DISPLAYTEXT \
                B_ASN1_IA5STRING| \
                B_ASN1_VISIBLESTRING| \
                B_ASN1_BMPSTRING|\
                 B_ASN1_UTF8STRING

DECLARE_ASN1_ALLOC_FUNCTIONS_name(ASN1_TYPE, ASN1_TYPE)
DECLARE_ASN1_ENCODE_FUNCTIONS(ASN1_TYPE, ASN1_ANY, ASN1_TYPE)

int ASN1_TYPE_get(const ASN1_TYPE *a);
void ASN1_TYPE_set(ASN1_TYPE *a, int type, void *value);
int ASN1_TYPE_set1(ASN1_TYPE *a, int type, const void *value);
int ASN1_TYPE_cmp(const ASN1_TYPE *a, const ASN1_TYPE *b);

ASN1_TYPE *ASN1_TYPE_pack_sequence(const ASN1_ITEM *it, void *s, ASN1_TYPE **t);
void *ASN1_TYPE_unpack_sequence(const ASN1_ITEM *it, const ASN1_TYPE *t);

SKM_DEFINE_STACK_OF_INTERNAL(ASN1_OBJECT, ASN1_OBJECT, ASN1_OBJECT)
#define sk_ASN1_OBJECT_num(sk) OPENSSL_sk_num(ossl_check_const_ASN1_OBJECT_sk_type(sk))
#define sk_ASN1_OBJECT_value(sk, idx) ((ASN1_OBJECT
*)OPENSSL_sk_value(ossl_check_const_ASN1_OBJECT_sk_type(sk), (idx)))
#define sk_ASN1_OBJECT_new(cmp) ((STACK_OF(ASN1_OBJECT)
*)OPENSSL_sk_new(ossl_check_ASN1_OBJECT_compfunc_type(cmp)))
#define sk_ASN1_OBJECT_new_null() ((STACK_OF(ASN1_OBJECT)
 *)OPENSSL_sk_new_null())
#define sk_ASN1_OBJECT_new_reserve(cmp, n) ((STACK_OF(ASN1_OBJECT)
*)OPENSSL_sk_new_reserve(ossl_check_ASN1_OBJECT_compfunc_type(cmp), (n)))
#define sk_ASN1_OBJECT_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_ASN1_OBJECT_sk_type(sk), (n))
#define sk_ASN1_OBJECT_free(sk) OPENSSL_sk_free(ossl_check_ASN1_OBJECT_sk_type(sk))
#define sk_ASN1_OBJECT_zero(sk) OPENSSL_sk_zero(ossl_check_ASN1_OBJECT_sk_type(sk))
#define sk_ASN1_OBJECT_delete(sk, i) ((ASN1_OBJECT
*)OPENSSL_sk_delete(ossl_check_ASN1_OBJECT_sk_type(sk), (i)))
#define sk_ASN1_OBJECT_delete_ptr(sk, ptr) ((ASN1_OBJECT
*)OPENSSL_sk_delete_ptr(ossl_check_ASN1_OBJECT_sk_type(sk), ossl_check_ASN1_OBJECT_type(ptr)))
#define sk_ASN1_OBJECT_push(sk, ptr) OPENSSL_sk_push(ossl_check_ASN1_OBJECT_sk_type(sk),
ossl_check_ASN1_OBJECT_type(ptr))
#define sk_ASN1_OBJECT_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_ASN1_OBJECT_sk_type(sk),
ossl_check_ASN1_OBJECT_type(ptr))
#define sk_ASN1_OBJECT_pop(sk) ((ASN1_OBJECT
*)OPENSSL_sk_pop(ossl_check_ASN1_OBJECT_sk_type(sk)))
#define
```

```
 sk_ASN1_OBJECT_shift(sk) ((ASN1_OBJECT *)OPENSSL_sk_shift(ossl_check_ASN1_OBJECT_sk_type(sk)))
#define sk_ASN1_OBJECT_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ASN1_OBJECT_sk_type(sk),ossl_check_ASN1_OBJECT_freefunc_type(free
func))
#define sk_ASN1_OBJECT_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_ASN1_OBJECT_sk_type(sk),
ossl_check_ASN1_OBJECT_type(ptr), (idx))
#define sk_ASN1_OBJECT_set(sk, idx, ptr) ((ASN1_OBJECT
*)OPENSSL_sk_set(ossl_check_ASN1_OBJECT_sk_type(sk), (idx), ossl_check_ASN1_OBJECT_type(ptr)))
#define sk_ASN1_OBJECT_find(sk, ptr) OPENSSL_sk_find(ossl_check_ASN1_OBJECT_sk_type(sk),
ossl_check_ASN1_OBJECT_type(ptr))
#define sk_ASN1_OBJECT_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_ASN1_OBJECT_sk_type(sk),
ossl_check_ASN1_OBJECT_type(ptr))
#define sk_ASN1_OBJECT_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ASN1_OBJECT_sk_type(sk), ossl_check_ASN1_OBJECT_type(ptr), pnum)
#define sk_ASN1_OBJECT_sort(sk)
 OPENSSL_sk_sort(ossl_check_ASN1_OBJECT_sk_type(sk))
#define sk_ASN1_OBJECT_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_ASN1_OBJECT_sk_type(sk))
#define sk_ASN1_OBJECT_dup(sk) ((STACK_OF(ASN1_OBJECT)
*)OPENSSL_sk_dup(ossl_check_const_ASN1_OBJECT_sk_type(sk)))
#define sk_ASN1_OBJECT_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ASN1_OBJECT)
*)OPENSSL_sk_deep_copy(ossl_check_const_ASN1_OBJECT_sk_type(sk),
ossl_check_ASN1_OBJECT_copyfunc_type(copyfunc), ossl_check_ASN1_OBJECT_freefunc_type(freefunc)))
#define sk_ASN1_OBJECT_set_cmp_func(sk, cmp)
((sk_ASN1_OBJECT_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ASN1_OBJECT_sk_type(sk),
ossl_check_ASN1_OBJECT_compfunc_type(cmp)))


DECLARE_ASN1_FUNCTIONS(ASN1_OBJECT)

ASN1_STRING *ASN1_STRING_new(void);
void ASN1_STRING_free(ASN1_STRING *a);
void ASN1_STRING_clear_free(ASN1_STRING *a);
int ASN1_STRING_copy(ASN1_STRING *dst, const ASN1_STRING *str);
DECLARE_ASN1_DUP_FUNCTION(ASN1_STRING)
ASN1_STRING *ASN1_STRING_type_new(int
 type);
int ASN1_STRING_cmp(const ASN1_STRING *a, const ASN1_STRING *b);
 /*
  * Since this is used to store all sorts of things, via macros, for now,
  * make its data void *
  */
int ASN1_STRING_set(ASN1_STRING *str, const void *data, int len);
void ASN1_STRING_set0(ASN1_STRING *str, void *data, int len);
int ASN1_STRING_length(const ASN1_STRING *x);
# ifndef OPENSSL_NO_DEPRECATED_3_0
OSSL_DEPRECATEDIN_3_0 void ASN1_STRING_length_set(ASN1_STRING *x, int n);
# endif
```

```
int ASN1_STRING_type(const ASN1_STRING *x);
# ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0 unsigned char *ASN1_STRING_data(ASN1_STRING *x);
# endif
const unsigned char *ASN1_STRING_get0_data(const ASN1_STRING *x);

DECLARE_ASN1_FUNCTIONS(ASN1_BIT_STRING)
int ASN1_BIT_STRING_set(ASN1_BIT_STRING *a, unsigned char *d, int length);
int ASN1_BIT_STRING_set_bit(ASN1_BIT_STRING *a, int n, int value);
int ASN1_BIT_STRING_get_bit(const ASN1_BIT_STRING *a, int n);
int ASN1_BIT_STRING_check(const ASN1_BIT_STRING
 *a,
                          const unsigned char *flags, int flags_len);

int ASN1_BIT_STRING_name_print(BIO *out, ASN1_BIT_STRING *bs,
                               BIT_STRING_BITNAME *tbl, int indent);
int ASN1_BIT_STRING_num_asc(const char *name, BIT_STRING_BITNAME *tbl);
int ASN1_BIT_STRING_set_asc(ASN1_BIT_STRING *bs, const char *name, int value,
                            BIT_STRING_BITNAME *tbl);

SKM_DEFINE_STACK_OF_INTERNAL(ASN1_INTEGER, ASN1_INTEGER, ASN1_INTEGER)
#define sk_ASN1_INTEGER_num(sk) OPENSSL_sk_num(ossl_check_const_ASN1_INTEGER_sk_type(sk))
#define sk_ASN1_INTEGER_value(sk, idx) ((ASN1_INTEGER
*)OPENSSL_sk_value(ossl_check_const_ASN1_INTEGER_sk_type(sk), (idx)))
#define sk_ASN1_INTEGER_new(cmp) ((STACK_OF(ASN1_INTEGER)
*)OPENSSL_sk_new(ossl_check_ASN1_INTEGER_compfunc_type(cmp)))
#define sk_ASN1_INTEGER_new_null() ((STACK_OF(ASN1_INTEGER) *)OPENSSL_sk_new_null())
#define sk_ASN1_INTEGER_new_reserve(cmp, n) ((STACK_OF(ASN1_INTEGER)
*)OPENSSL_sk_new_reserve(ossl_check_ASN1_INTEGER_compfunc_type(cmp),
 (n)))
#define sk_ASN1_INTEGER_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_ASN1_INTEGER_sk_type(sk),
(n))
#define sk_ASN1_INTEGER_free(sk) OPENSSL_sk_free(ossl_check_ASN1_INTEGER_sk_type(sk))
#define sk_ASN1_INTEGER_zero(sk) OPENSSL_sk_zero(ossl_check_ASN1_INTEGER_sk_type(sk))
#define sk_ASN1_INTEGER_delete(sk, i) ((ASN1_INTEGER
*)OPENSSL_sk_delete(ossl_check_ASN1_INTEGER_sk_type(sk), (i)))
#define sk_ASN1_INTEGER_delete_ptr(sk, ptr) ((ASN1_INTEGER
*)OPENSSL_sk_delete_ptr(ossl_check_ASN1_INTEGER_sk_type(sk), ossl_check_ASN1_INTEGER_type(ptr)))
#define sk_ASN1_INTEGER_push(sk, ptr) OPENSSL_sk_push(ossl_check_ASN1_INTEGER_sk_type(sk),
ossl_check_ASN1_INTEGER_type(ptr))
#define sk_ASN1_INTEGER_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_ASN1_INTEGER_sk_type(sk),
ossl_check_ASN1_INTEGER_type(ptr))
#define sk_ASN1_INTEGER_pop(sk) ((ASN1_INTEGER
*)OPENSSL_sk_pop(ossl_check_ASN1_INTEGER_sk_type(sk)))
#define sk_ASN1_INTEGER_shift(sk) ((ASN1_INTEGER
 *)OPENSSL_sk_shift(ossl_check_ASN1_INTEGER_sk_type(sk)))
#define sk_ASN1_INTEGER_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ASN1_INTEGER_sk_type(sk),ossl_check_ASN1_INTEGER_freefunc_type(f
```

```
reefunc))
#define sk_ASN1_INTEGER_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_ASN1_INTEGER_sk_type(sk),
ossl_check_ASN1_INTEGER_type(ptr), (idx))
#define sk_ASN1_INTEGER_set(sk, idx, ptr) ((ASN1_INTEGER
*)OPENSSL_sk_set(ossl_check_ASN1_INTEGER_sk_type(sk), (idx), ossl_check_ASN1_INTEGER_type(ptr)))
#define sk_ASN1_INTEGER_find(sk, ptr) OPENSSL_sk_find(ossl_check_ASN1_INTEGER_sk_type(sk),
ossl_check_ASN1_INTEGER_type(ptr))
#define sk_ASN1_INTEGER_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_ASN1_INTEGER_sk_type(sk),
ossl_check_ASN1_INTEGER_type(ptr))
#define sk_ASN1_INTEGER_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ASN1_INTEGER_sk_type(sk), ossl_check_ASN1_INTEGER_type(ptr), pnum)
#define sk_ASN1_INTEGER_sort(sk) OPENSSL_sk_sort(ossl_check_ASN1_INTEGER_sk_type(sk))
#define
 sk_ASN1_INTEGER_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_ASN1_INTEGER_sk_type(sk))
#define sk_ASN1_INTEGER_dup(sk) ((STACK_OF(ASN1_INTEGER)
*)OPENSSL_sk_dup(ossl_check_const_ASN1_INTEGER_sk_type(sk)))
#define sk_ASN1_INTEGER_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ASN1_INTEGER)
*)OPENSSL_sk_deep_copy(ossl_check_const_ASN1_INTEGER_sk_type(sk),
ossl_check_ASN1_INTEGER_copyfunc_type(copyfunc), ossl_check_ASN1_INTEGER_freefunc_type(freefunc)))
#define sk_ASN1_INTEGER_set_cmp_func(sk, cmp)
((sk_ASN1_INTEGER_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ASN1_INTEGER_sk_type(sk),
ossl_check_ASN1_INTEGER_compfunc_type(cmp)))



DECLARE_ASN1_FUNCTIONS(ASN1_INTEGER)
ASN1_INTEGER *d2i_ASN1_UINTEGER(ASN1_INTEGER **a, const unsigned char **pp,
                                long length);
DECLARE_ASN1_DUP_FUNCTION(ASN1_INTEGER)
int ASN1_INTEGER_cmp(const ASN1_INTEGER *x, const ASN1_INTEGER *y);

DECLARE_ASN1_FUNCTIONS(ASN1_ENUMERATED)

int ASN1_UTCTIME_check(const ASN1_UTCTIME *a);
ASN1_UTCTIME
 *ASN1_UTCTIME_set(ASN1_UTCTIME *s, time_t t);
ASN1_UTCTIME *ASN1_UTCTIME_adj(ASN1_UTCTIME *s, time_t t,
                               int offset_day, long offset_sec);
int ASN1_UTCTIME_set_string(ASN1_UTCTIME *s, const char *str);
int ASN1_UTCTIME_cmp_time_t(const ASN1_UTCTIME *s, time_t t);

int ASN1_GENERALIZEDTIME_check(const ASN1_GENERALIZEDTIME *a);
ASN1_GENERALIZEDTIME *ASN1_GENERALIZEDTIME_set(ASN1_GENERALIZEDTIME *s,
                                               time_t t);
ASN1_GENERALIZEDTIME *ASN1_GENERALIZEDTIME_adj(ASN1_GENERALIZEDTIME *s,
                                               time_t t, int offset_day,
                                               long offset_sec);
int ASN1_GENERALIZEDTIME_set_string(ASN1_GENERALIZEDTIME *s, const char *str);
```

```
int ASN1_TIME_diff(int *pday, int *psec,
                   const ASN1_TIME *from, const ASN1_TIME *to);

DECLARE_ASN1_FUNCTIONS(ASN1_OCTET_STRING)
DECLARE_ASN1_DUP_FUNCTION(ASN1_OCTET_STRING)
int ASN1_OCTET_STRING_cmp(const
 ASN1_OCTET_STRING *a,
                          const ASN1_OCTET_STRING *b);
int ASN1_OCTET_STRING_set(ASN1_OCTET_STRING *str, const unsigned char *data,
                          int len);

SKM_DEFINE_STACK_OF_INTERNAL(ASN1_UTF8STRING, ASN1_UTF8STRING, ASN1_UTF8STRING)
#define sk_ASN1_UTF8STRING_num(sk)
OPENSSL_sk_num(ossl_check_const_ASN1_UTF8STRING_sk_type(sk))
#define sk_ASN1_UTF8STRING_value(sk, idx) ((ASN1_UTF8STRING
*)OPENSSL_sk_value(ossl_check_const_ASN1_UTF8STRING_sk_type(sk), (idx)))
#define sk_ASN1_UTF8STRING_new(cmp) ((STACK_OF(ASN1_UTF8STRING)
*)OPENSSL_sk_new(ossl_check_ASN1_UTF8STRING_compfunc_type(cmp)))
#define sk_ASN1_UTF8STRING_new_null() ((STACK_OF(ASN1_UTF8STRING) *)OPENSSL_sk_new_null())
#define sk_ASN1_UTF8STRING_new_reserve(cmp, n) ((STACK_OF(ASN1_UTF8STRING)
*)OPENSSL_sk_new_reserve(ossl_check_ASN1_UTF8STRING_compfunc_type(cmp), (n)))
#define sk_ASN1_UTF8STRING_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_ASN1_UTF8STRING_sk_type(sk), (n))
#define
 sk_ASN1_UTF8STRING_free(sk) OPENSSL_sk_free(ossl_check_ASN1_UTF8STRING_sk_type(sk))
#define sk_ASN1_UTF8STRING_zero(sk) OPENSSL_sk_zero(ossl_check_ASN1_UTF8STRING_sk_type(sk))
#define sk_ASN1_UTF8STRING_delete(sk, i) ((ASN1_UTF8STRING
*)OPENSSL_sk_delete(ossl_check_ASN1_UTF8STRING_sk_type(sk), (i)))
#define sk_ASN1_UTF8STRING_delete_ptr(sk, ptr) ((ASN1_UTF8STRING
*)OPENSSL_sk_delete_ptr(ossl_check_ASN1_UTF8STRING_sk_type(sk),
ossl_check_ASN1_UTF8STRING_type(ptr)))
#define sk_ASN1_UTF8STRING_push(sk, ptr)
OPENSSL_sk_push(ossl_check_ASN1_UTF8STRING_sk_type(sk), ossl_check_ASN1_UTF8STRING_type(ptr))
#define sk_ASN1_UTF8STRING_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_ASN1_UTF8STRING_sk_type(sk),
ossl_check_ASN1_UTF8STRING_type(ptr))
#define sk_ASN1_UTF8STRING_pop(sk) ((ASN1_UTF8STRING
*)OPENSSL_sk_pop(ossl_check_ASN1_UTF8STRING_sk_type(sk)))
#define sk_ASN1_UTF8STRING_shift(sk) ((ASN1_UTF8STRING
*)OPENSSL_sk_shift(ossl_check_ASN1_UTF8STRING_sk_type(sk)))
#define sk_ASN1_UTF8STRING_pop_free(sk,
 freefunc)
OPENSSL_sk_pop_free(ossl_check_ASN1_UTF8STRING_sk_type(sk),ossl_check_ASN1_UTF8STRING_freefun
c_type(freefunc))
#define sk_ASN1_UTF8STRING_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_ASN1_UTF8STRING_sk_type(sk), ossl_check_ASN1_UTF8STRING_type(ptr),
(idx))
```

```
#define sk_ASN1_UTF8STRING_set(sk, idx, ptr) ((ASN1_UTF8STRING
*)OPENSSL_sk_set(ossl_check_ASN1_UTF8STRING_sk_type(sk), (idx),
ossl_check_ASN1_UTF8STRING_type(ptr)))
#define sk_ASN1_UTF8STRING_find(sk, ptr) OPENSSL_sk_find(ossl_check_ASN1_UTF8STRING_sk_type(sk),
ossl_check_ASN1_UTF8STRING_type(ptr))
#define sk_ASN1_UTF8STRING_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_ASN1_UTF8STRING_sk_type(sk),
ossl_check_ASN1_UTF8STRING_type(ptr))
#define sk_ASN1_UTF8STRING_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ASN1_UTF8STRING_sk_type(sk),
ossl_check_ASN1_UTF8STRING_type(ptr), pnum)
#define sk_ASN1_UTF8STRING_sort(sk) OPENSSL_sk_sort(ossl_check_ASN1_UTF8STRING_sk_type(sk))
#define sk_ASN1_UTF8STRING_is_sorted(sk)
 OPENSSL_sk_is_sorted(ossl_check_const_ASN1_UTF8STRING_sk_type(sk))
#define sk_ASN1_UTF8STRING_dup(sk) ((STACK_OF(ASN1_UTF8STRING)
*)OPENSSL_sk_dup(ossl_check_const_ASN1_UTF8STRING_sk_type(sk)))
#define sk_ASN1_UTF8STRING_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ASN1_UTF8STRING)
*)OPENSSL_sk_deep_copy(ossl_check_const_ASN1_UTF8STRING_sk_type(sk),
ossl_check_ASN1_UTF8STRING_copyfunc_type(copyfunc),
ossl_check_ASN1_UTF8STRING_freefunc_type(freefunc)))
#define sk_ASN1_UTF8STRING_set_cmp_func(sk, cmp)
((sk_ASN1_UTF8STRING_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ASN1_UTF8STRING_sk_type(sk
), ossl_check_ASN1_UTF8STRING_compfunc_type(cmp)))



DECLARE_ASN1_FUNCTIONS(ASN1_VISIBLESTRING)
DECLARE_ASN1_FUNCTIONS(ASN1_UNIVERSALSTRING)
DECLARE_ASN1_FUNCTIONS(ASN1_UTF8STRING)
DECLARE_ASN1_FUNCTIONS(ASN1_NULL)
DECLARE_ASN1_FUNCTIONS(ASN1_BMPSTRING)

int UTF8_getc(const unsigned char *str, int len, unsigned long *val);
int UTF8_putc(unsigned char *str, int len, unsigned long value);

SKM_DEFINE_STACK_OF_INTERNAL(ASN1_GENERALSTRING,
 ASN1_GENERALSTRING, ASN1_GENERALSTRING)
#define sk_ASN1_GENERALSTRING_num(sk)
OPENSSL_sk_num(ossl_check_const_ASN1_GENERALSTRING_sk_type(sk))
#define sk_ASN1_GENERALSTRING_value(sk, idx) ((ASN1_GENERALSTRING
*)OPENSSL_sk_value(ossl_check_const_ASN1_GENERALSTRING_sk_type(sk), (idx)))
#define sk_ASN1_GENERALSTRING_new(cmp) ((STACK_OF(ASN1_GENERALSTRING)
*)OPENSSL_sk_new(ossl_check_ASN1_GENERALSTRING_compfunc_type(cmp)))
#define sk_ASN1_GENERALSTRING_new_null() ((STACK_OF(ASN1_GENERALSTRING)
*)OPENSSL_sk_new_null())
#define sk_ASN1_GENERALSTRING_new_reserve(cmp, n) ((STACK_OF(ASN1_GENERALSTRING)
*)OPENSSL_sk_new_reserve(ossl_check_ASN1_GENERALSTRING_compfunc_type(cmp), (n)))
#define sk_ASN1_GENERALSTRING_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_ASN1_GENERALSTRING_sk_type(sk), (n))
```

```
#define sk_ASN1_GENERALSTRING_free(sk)
OPENSSL_sk_free(ossl_check_ASN1_GENERALSTRING_sk_type(sk))
#define sk_ASN1_GENERALSTRING_zero(sk)
OPENSSL_sk_zero(ossl_check_ASN1_GENERALSTRING_sk_type(sk))
#define
 sk_ASN1_GENERALSTRING_delete(sk, i) ((ASN1_GENERALSTRING
*)OPENSSL_sk_delete(ossl_check_ASN1_GENERALSTRING_sk_type(sk), (i)))
#define sk_ASN1_GENERALSTRING_delete_ptr(sk, ptr) ((ASN1_GENERALSTRING
*)OPENSSL_sk_delete_ptr(ossl_check_ASN1_GENERALSTRING_sk_type(sk),
ossl_check_ASN1_GENERALSTRING_type(ptr)))
#define sk_ASN1_GENERALSTRING_push(sk, ptr)
OPENSSL_sk_push(ossl_check_ASN1_GENERALSTRING_sk_type(sk),
ossl_check_ASN1_GENERALSTRING_type(ptr))
#define sk_ASN1_GENERALSTRING_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_ASN1_GENERALSTRING_sk_type(sk),
ossl_check_ASN1_GENERALSTRING_type(ptr))
#define sk_ASN1_GENERALSTRING_pop(sk) ((ASN1_GENERALSTRING
*)OPENSSL_sk_pop(ossl_check_ASN1_GENERALSTRING_sk_type(sk)))
#define sk_ASN1_GENERALSTRING_shift(sk) ((ASN1_GENERALSTRING
*)OPENSSL_sk_shift(ossl_check_ASN1_GENERALSTRING_sk_type(sk)))
#define sk_ASN1_GENERALSTRING_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ASN1_GENERALSTRING_sk_type(sk),ossl_check_ASN1_GENERALSTRI
NG_freefunc_type(freefunc))
#define
 sk_ASN1_GENERALSTRING_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_ASN1_GENERALSTRING_sk_type(sk),
ossl_check_ASN1_GENERALSTRING_type(ptr), (idx))
#define sk_ASN1_GENERALSTRING_set(sk, idx, ptr) ((ASN1_GENERALSTRING
*)OPENSSL_sk_set(ossl_check_ASN1_GENERALSTRING_sk_type(sk), (idx),
ossl_check_ASN1_GENERALSTRING_type(ptr)))
#define sk_ASN1_GENERALSTRING_find(sk, ptr)
OPENSSL_sk_find(ossl_check_ASN1_GENERALSTRING_sk_type(sk),
ossl_check_ASN1_GENERALSTRING_type(ptr))
#define sk_ASN1_GENERALSTRING_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_ASN1_GENERALSTRING_sk_type(sk),
ossl_check_ASN1_GENERALSTRING_type(ptr))
#define sk_ASN1_GENERALSTRING_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ASN1_GENERALSTRING_sk_type(sk),
ossl_check_ASN1_GENERALSTRING_type(ptr), pnum)
#define sk_ASN1_GENERALSTRING_sort(sk)
OPENSSL_sk_sort(ossl_check_ASN1_GENERALSTRING_sk_type(sk))
#define sk_ASN1_GENERALSTRING_is_sorted(sk)
 OPENSSL_sk_is_sorted(ossl_check_const_ASN1_GENERALSTRING_sk_type(sk))
#define sk_ASN1_GENERALSTRING_dup(sk) ((STACK_OF(ASN1_GENERALSTRING)
*)OPENSSL_sk_dup(ossl_check_const_ASN1_GENERALSTRING_sk_type(sk)))
#define sk_ASN1_GENERALSTRING_deep_copy(sk, copyfunc, freefunc)
((STACK_OF(ASN1_GENERALSTRING)
*)OPENSSL_sk_deep_copy(ossl_check_const_ASN1_GENERALSTRING_sk_type(sk),
```

```
ossl_check_ASN1_GENERALSTRING_copyfunc_type(copyfunc),
ossl_check_ASN1_GENERALSTRING_freefunc_type(freefunc)))
#define sk_ASN1_GENERALSTRING_set_cmp_func(sk, cmp)
((sk_ASN1_GENERALSTRING_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ASN1_GENERALSTRING
_sk_type(sk), ossl_check_ASN1_GENERALSTRING_compfunc_type(cmp)))


DECLARE_ASN1_FUNCTIONS_name(ASN1_STRING, ASN1_PRINTABLE)

DECLARE_ASN1_FUNCTIONS_name(ASN1_STRING, DIRECTORYSTRING)
DECLARE_ASN1_FUNCTIONS_name(ASN1_STRING, DISPLAYTEXT)
DECLARE_ASN1_FUNCTIONS(ASN1_PRINTABLESTRING)
DECLARE_ASN1_FUNCTIONS(ASN1_T61STRING)
DECLARE_ASN1_FUNCTIONS(ASN1_IA5STRING)
DECLARE_ASN1_FUNCTIONS(ASN1_GENERALSTRING)
DECLARE_ASN1_FUNCTIONS(ASN1_UTCTIME)
DECLARE_ASN1_FUNCTIONS(ASN1_GENERALIZEDTIME)
DECLARE_ASN1_FUNCTIONS(ASN1_TIME)

DECLARE_ASN1_DUP_FUNCTION(ASN1_TIME)
DECLARE_ASN1_DUP_FUNCTION(ASN1_UTCTIME)
DECLARE_ASN1_DUP_FUNCTION(ASN1_GENERALIZEDTIME)

DECLARE_ASN1_ITEM(ASN1_OCTET_STRING_NDEF)

ASN1_TIME
 *ASN1_TIME_set(ASN1_TIME *s, time_t t);
ASN1_TIME *ASN1_TIME_adj(ASN1_TIME *s, time_t t,
                         int offset_day, long offset_sec);
int ASN1_TIME_check(const ASN1_TIME *t);
ASN1_GENERALIZEDTIME *ASN1_TIME_to_generalizedtime(const ASN1_TIME *t,
                                       ASN1_GENERALIZEDTIME **out);
int ASN1_TIME_set_string(ASN1_TIME *s, const char *str);
int ASN1_TIME_set_string_X509(ASN1_TIME *s, const char *str);
int ASN1_TIME_to_tm(const ASN1_TIME *s, struct tm *tm);
int ASN1_TIME_normalize(ASN1_TIME *s);
int ASN1_TIME_cmp_time_t(const ASN1_TIME *s, time_t t);
int ASN1_TIME_compare(const ASN1_TIME *a, const ASN1_TIME *b);

int
 i2a_ASN1_INTEGER(BIO *bp, const ASN1_INTEGER *a);
int a2i_ASN1_INTEGER(BIO *bp, ASN1_INTEGER *bs, char *buf, int size);
int i2a_ASN1_ENUMERATED(BIO *bp, const ASN1_ENUMERATED *a);
int a2i_ASN1_ENUMERATED(BIO *bp, ASN1_ENUMERATED *bs, char *buf, int size);
int i2a_ASN1_OBJECT(BIO *bp, const ASN1_OBJECT *a);
int a2i_ASN1_STRING(BIO *bp, ASN1_STRING *bs, char *buf, int size);
int i2a_ASN1_STRING(BIO *bp, const ASN1_STRING *a, int type);
int i2t_ASN1_OBJECT(char *buf, int buf_len, const ASN1_OBJECT *a);
```

```
int a2d_ASN1_OBJECT(unsigned char *out, int olen, const char *buf, int num);
ASN1_OBJECT *ASN1_OBJECT_create(int nid, unsigned char *data, int len,
                        const char *sn, const char *ln);

int ASN1_INTEGER_get_int64(int64_t *pr, const ASN1_INTEGER *a);
int ASN1_INTEGER_set_int64(ASN1_INTEGER *a, int64_t r);
int ASN1_INTEGER_get_uint64(uint64_t *pr, const ASN1_INTEGER *a);
int ASN1_INTEGER_set_uint64(ASN1_INTEGER *a, uint64_t r);

int ASN1_INTEGER_set(ASN1_INTEGER
 *a, long v);
long ASN1_INTEGER_get(const ASN1_INTEGER *a);
ASN1_INTEGER *BN_to_ASN1_INTEGER(const BIGNUM *bn, ASN1_INTEGER *ai);
BIGNUM *ASN1_INTEGER_to_BN(const ASN1_INTEGER *ai, BIGNUM *bn);

int ASN1_ENUMERATED_get_int64(int64_t *pr, const ASN1_ENUMERATED *a);
int ASN1_ENUMERATED_set_int64(ASN1_ENUMERATED *a, int64_t r);


int ASN1_ENUMERATED_set(ASN1_ENUMERATED *a, long v);
long ASN1_ENUMERATED_get(const ASN1_ENUMERATED *a);
ASN1_ENUMERATED *BN_to_ASN1_ENUMERATED(const BIGNUM *bn, ASN1_ENUMERATED *ai);
BIGNUM *ASN1_ENUMERATED_to_BN(const ASN1_ENUMERATED *ai, BIGNUM *bn);

/* General */
/* given a string, return the correct type, max is the maximum length */
int ASN1_PRINTABLE_type(const unsigned char *s, int max);

unsigned long ASN1_tag2bit(int tag);

/* SPECIALS */
int ASN1_get_object(const unsigned char **pp, long *plength, int *ptag,
                int *pclass, long omax);
int ASN1_check_infinite_end(unsigned char **p, long len);
int ASN1_const_check_infinite_end(const unsigned
 char **p, long len);
void ASN1_put_object(unsigned char **pp, int constructed, int length,
                int tag, int xclass);
int ASN1_put_eoc(unsigned char **pp);
int ASN1_object_size(int constructed, int length, int tag);

/* Used to implement other functions */
void *ASN1_dup(i2d_of_void *i2d, d2i_of_void *d2i, const void *x);

# define ASN1_dup_of(type,i2d,d2i,x) \
   ((type*)ASN1_dup(CHECKED_I2D_OF(type, i2d), \
                CHECKED_D2I_OF(type, d2i), \
```

```
                CHECKED_PTR_OF(const type, x)))

void *ASN1_item_dup(const ASN1_ITEM *it, const void *x);
int ASN1_item_sign_ex(const ASN1_ITEM *it, X509_ALGOR *algor1,
                      X509_ALGOR *algor2, ASN1_BIT_STRING *signature,
                      const void *data, const ASN1_OCTET_STRING *id,
                      EVP_PKEY *pkey, const EVP_MD *md, OSSL_LIB_CTX *libctx,
                      const char *propq);
int ASN1_item_verify_ex(const ASN1_ITEM *it, const X509_ALGOR *alg,

             const ASN1_BIT_STRING *signature, const void *data,
                    const ASN1_OCTET_STRING *id, EVP_PKEY *pkey,
                    OSSL_LIB_CTX *libctx, const char *propq);

/* ASN1 alloc/free macros for when a type is only used internally */

# define M_ASN1_new_of(type) (type *)ASN1_item_new(ASN1_ITEM_rptr(type))
# define M_ASN1_free_of(x, type) \
              ASN1_item_free(CHECKED_PTR_OF(type, x), ASN1_ITEM_rptr(type))

# ifndef OPENSSL_NO_STDIO
void *ASN1_d2i_fp(void *(*xnew) (void), d2i_of_void *d2i, FILE *in, void **x);

#  define ASN1_d2i_fp_of(type,xnew,d2i,in,x) \
  ((type*)ASN1_d2i_fp(CHECKED_NEW_OF(type, xnew), \
                      CHECKED_D2I_OF(type, d2i), \
                      in, \
                      CHECKED_PPTR_OF(type, x)))

void *ASN1_item_d2i_fp_ex(const ASN1_ITEM *it, FILE *in, void *x,
                          OSSL_LIB_CTX *libctx, const char *propq);
void *ASN1_item_d2i_fp(const ASN1_ITEM *it, FILE *in, void *x);
int
 ASN1_i2d_fp(i2d_of_void *i2d, FILE *out, const void *x);

#  define ASN1_i2d_fp_of(type,i2d,out,x) \
  (ASN1_i2d_fp(CHECKED_I2D_OF(type, i2d), \
               out, \
               CHECKED_PTR_OF(const type, x)))

int ASN1_item_i2d_fp(const ASN1_ITEM *it, FILE *out, const void *x);
int ASN1_STRING_print_ex_fp(FILE *fp, const ASN1_STRING *str, unsigned long flags);
# endif

int ASN1_STRING_to_UTF8(unsigned char **out, const ASN1_STRING *in);

void *ASN1_d2i_bio(void *(*xnew) (void), d2i_of_void *d2i, BIO *in, void **x);
```

```
# define ASN1_d2i_bio_of(type,xnew,d2i,in,x) \
  ((type*)ASN1_d2i_bio( CHECKED_NEW_OF(type, xnew), \
                        CHECKED_D2I_OF(type, d2i), \
                        in, \
                        CHECKED_PPTR_OF(type, x)))

void *ASN1_item_d2i_bio_ex(const ASN1_ITEM *it, BIO *in, void *pval,
                           OSSL_LIB_CTX *libctx, const char *propq);
void *ASN1_item_d2i_bio(const ASN1_ITEM *it, BIO *in, void *pval);
int ASN1_i2d_bio(i2d_of_void
 *i2d, BIO *out, const void *x);

# define ASN1_i2d_bio_of(type,i2d,out,x) \
  (ASN1_i2d_bio(CHECKED_I2D_OF(type, i2d), \
                out, \
                CHECKED_PTR_OF(const type, x)))

int ASN1_item_i2d_bio(const ASN1_ITEM *it, BIO *out, const void *x);
BIO *ASN1_item_i2d_mem_bio(const ASN1_ITEM *it, const ASN1_VALUE *val);
int ASN1_UTCTIME_print(BIO *fp, const ASN1_UTCTIME *a);
int ASN1_GENERALIZEDTIME_print(BIO *fp, const ASN1_GENERALIZEDTIME *a);
int ASN1_TIME_print(BIO *bp, const ASN1_TIME *tm);
int ASN1_TIME_print_ex(BIO *bp, const ASN1_TIME *tm, unsigned long flags);
int ASN1_STRING_print(BIO *bp, const ASN1_STRING *v);
int ASN1_STRING_print_ex(BIO *out, const ASN1_STRING *str, unsigned long flags);
int ASN1_buf_print(BIO *bp, const unsigned char *buf, size_t buflen, int off);
int ASN1_bn_print(BIO *bp, const char *number, const BIGNUM *num,
                  unsigned char *buf, int off);
int ASN1_parse(BIO *bp, const unsigned char *pp, long len, int indent);
int
 ASN1_parse_dump(BIO *bp, const unsigned char *pp, long len, int indent,
                 int dump);
const char *ASN1_tag2str(int tag);

/* Used to load and write Netscape format cert */

int ASN1_UNIVERSALSTRING_to_string(ASN1_UNIVERSALSTRING *s);

int ASN1_TYPE_set_octetstring(ASN1_TYPE *a, unsigned char *data, int len);
int ASN1_TYPE_get_octetstring(const ASN1_TYPE *a, unsigned char *data, int max_len);
int ASN1_TYPE_set_int_octetstring(ASN1_TYPE *a, long num,
                                  unsigned char *data, int len);
int ASN1_TYPE_get_int_octetstring(const ASN1_TYPE *a, long *num,
                                  unsigned char *data, int max_len);

void *ASN1_item_unpack(const ASN1_STRING *oct, const ASN1_ITEM *it);

ASN1_STRING *ASN1_item_pack(void *obj, const ASN1_ITEM *it,
```

```
                        ASN1_OCTET_STRING **oct);

void ASN1_STRING_set_default_mask(unsigned long mask);
int ASN1_STRING_set_default_mask_asc(const char *p);
unsigned long ASN1_STRING_get_default_mask(void);
int
 ASN1_mbstring_copy(ASN1_STRING **out, const unsigned char *in, int len,
                    int inform, unsigned long mask);
int ASN1_mbstring_ncopy(ASN1_STRING **out, const unsigned char *in, int len,
                     int inform, unsigned long mask,
                     long minsize, long maxsize);

ASN1_STRING *ASN1_STRING_set_by_NID(ASN1_STRING **out,
                             const unsigned char *in, int inlen,
                             int inform, int nid);
ASN1_STRING_TABLE *ASN1_STRING_TABLE_get(int nid);
int ASN1_STRING_TABLE_add(int, long, long, unsigned long, unsigned long);
void ASN1_STRING_TABLE_cleanup(void);

/* ASN1 template functions */

/* Old API compatible functions */
ASN1_VALUE *ASN1_item_new(const ASN1_ITEM *it);
ASN1_VALUE *ASN1_item_new_ex(const ASN1_ITEM *it, OSSL_LIB_CTX *libctx,
                         const char *propq);
void ASN1_item_free(ASN1_VALUE *val, const ASN1_ITEM *it);
ASN1_VALUE *ASN1_item_d2i_ex(ASN1_VALUE
 **val, const unsigned char **in,
                         long len, const ASN1_ITEM *it,
                         OSSL_LIB_CTX *libctx, const char *propq);
ASN1_VALUE *ASN1_item_d2i(ASN1_VALUE **val, const unsigned char **in,
                      long len, const ASN1_ITEM *it);
int ASN1_item_i2d(const ASN1_VALUE *val, unsigned char **out, const ASN1_ITEM *it);
int ASN1_item_ndef_i2d(const ASN1_VALUE *val, unsigned char **out,
                    const ASN1_ITEM *it);

void ASN1_add_oid_module(void);
void ASN1_add_stable_module(void);

ASN1_TYPE *ASN1_generate_nconf(const char *str, CONF *nconf);
ASN1_TYPE *ASN1_generate_v3(const char *str, X509V3_CTX *cnf);
int ASN1_str2mask(const char *str, unsigned long *pmask);

/* ASN1 Print flags */

/* Indicate missing OPTIONAL fields */
# define ASN1_PCTX_FLAGS_SHOW_ABSENT            0x001
/* Mark start and end of SEQUENCE */
```

```
# define ASN1_PCTX_FLAGS_SHOW_SEQUENCE          0x002
/* Mark start and end
 of SEQUENCE/SET OF */
# define ASN1_PCTX_FLAGS_SHOW_SSOF              0x004
/* Show the ASN1 type of primitives */
# define ASN1_PCTX_FLAGS_SHOW_TYPE              0x008
/* Don't show ASN1 type of ANY */
# define ASN1_PCTX_FLAGS_NO_ANY_TYPE            0x010
/* Don't show ASN1 type of MSTRINGs */
# define ASN1_PCTX_FLAGS_NO_MSTRING_TYPE        0x020
/* Don't show field names in SEQUENCE */
# define ASN1_PCTX_FLAGS_NO_FIELD_NAME          0x040
/* Show structure names of each SEQUENCE field */
# define ASN1_PCTX_FLAGS_SHOW_FIELD_STRUCT_NAME  0x080
/* Don't show structure name even at top level */
# define ASN1_PCTX_FLAGS_NO_STRUCT_NAME         0x100

int ASN1_item_print(BIO *out, const ASN1_VALUE *ifld, int indent,
                    const ASN1_ITEM *it, const ASN1_PCTX *pctx);
ASN1_PCTX *ASN1_PCTX_new(void);
void ASN1_PCTX_free(ASN1_PCTX *p);
unsigned long ASN1_PCTX_get_flags(const ASN1_PCTX *p);
void ASN1_PCTX_set_flags(ASN1_PCTX *p, unsigned long flags);
unsigned long ASN1_PCTX_get_nm_flags(const
 ASN1_PCTX *p);
void ASN1_PCTX_set_nm_flags(ASN1_PCTX *p, unsigned long flags);
unsigned long ASN1_PCTX_get_cert_flags(const ASN1_PCTX *p);
void ASN1_PCTX_set_cert_flags(ASN1_PCTX *p, unsigned long flags);
unsigned long ASN1_PCTX_get_oid_flags(const ASN1_PCTX *p);
void ASN1_PCTX_set_oid_flags(ASN1_PCTX *p, unsigned long flags);
unsigned long ASN1_PCTX_get_str_flags(const ASN1_PCTX *p);
void ASN1_PCTX_set_str_flags(ASN1_PCTX *p, unsigned long flags);

ASN1_SCTX *ASN1_SCTX_new(int (*scan_cb) (ASN1_SCTX *ctx));
void ASN1_SCTX_free(ASN1_SCTX *p);
const ASN1_ITEM *ASN1_SCTX_get_item(ASN1_SCTX *p);
const ASN1_TEMPLATE *ASN1_SCTX_get_template(ASN1_SCTX *p);
unsigned long ASN1_SCTX_get_flags(ASN1_SCTX *p);
void ASN1_SCTX_set_app_data(ASN1_SCTX *p, void *data);
void *ASN1_SCTX_get_app_data(ASN1_SCTX *p);

const BIO_METHOD *BIO_f_asn1(void);

/* cannot constify val because of CMS_stream() */
BIO *BIO_new_NDEF(BIO *out, ASN1_VALUE *val, const ASN1_ITEM *it);

int i2d_ASN1_bio_stream(BIO
```

```
 *out, ASN1_VALUE *val, BIO *in, int flags,
                 const ASN1_ITEM *it);
int PEM_write_bio_ASN1_stream(BIO *out, ASN1_VALUE *val, BIO *in, int flags,
                      const char *hdr, const ASN1_ITEM *it);
/* cannot constify val because of CMS_dataFinal() */
int SMIME_write_ASN1(BIO *bio, ASN1_VALUE *val, BIO *data, int flags,
                int ctype_nid, int econt_nid,
                STACK_OF(X509_ALGOR) *mdalgs, const ASN1_ITEM *it);
int SMIME_write_ASN1_ex(BIO *bio, ASN1_VALUE *val, BIO *data, int flags,
                 int ctype_nid, int econt_nid,
                 STACK_OF(X509_ALGOR) *mdalgs, const ASN1_ITEM *it,
                 OSSL_LIB_CTX *libctx, const char *propq);
ASN1_VALUE *SMIME_read_ASN1(BIO *bio, BIO **bcont, const ASN1_ITEM *it);
ASN1_VALUE *SMIME_read_ASN1_ex(BIO *bio, int flags, BIO **bcont,
                       const ASN1_ITEM *it, ASN1_VALUE **x,
                       OSSL_LIB_CTX
 *libctx, const char *propq);
int SMIME_crlf_copy(BIO *in, BIO *out, int flags);
int SMIME_text(BIO *in, BIO *out);

const ASN1_ITEM *ASN1_ITEM_lookup(const char *name);
const ASN1_ITEM *ASN1_ITEM_get(size_t i);

/* Legacy compatibility */
# define DECLARE_ASN1_FUNCTIONS_fname(type, itname, name) \
       DECLARE_ASN1_ALLOC_FUNCTIONS_name(type, name) \
       DECLARE_ASN1_ENCODE_FUNCTIONS(type, itname, name)
# define DECLARE_ASN1_FUNCTIONS_const(type) DECLARE_ASN1_FUNCTIONS(type)
# define DECLARE_ASN1_ENCODE_FUNCTIONS_const(type, name) \
       DECLARE_ASN1_ENCODE_FUNCTIONS(type, name)
# define I2D_OF_const(type) I2D_OF(type)
# define ASN1_dup_of_const(type,i2d,d2i,x) ASN1_dup_of(type,i2d,d2i,x)
# define ASN1_i2d_fp_of_const(type,i2d,out,x) ASN1_i2d_fp_of(type,i2d,out,x)
# define ASN1_i2d_bio_of_const(type,i2d,out,x) ASN1_i2d_bio_of(type,i2d,out,x)

# ifdef  __cplusplus
}
# endif
#endif
```

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```
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*/

#define PLATFORM "platform: BSD-x86_64"
#define DATE "built on: Wed Mar  5 20:59:39 2025 UTC"

/*
* Generate compiler_flags as an array of individual characters. This is a
* workaround for the situation where CFLAGS gets too long for a C90 string
* literal
*/
static const char compiler_flags[] = {
  'c','o','m','p','i','l','e','r',':',' ','g','c','c',' ','-','f',
  'P','I','C',' ','-','p','t','h','r','e','a','d',' ','-','W','a',
```

```
  ',','-','-','n','o','e','x','e','c','s','t','a','c','k',' ','-',
  'W','a','l','l',' ','-','O','3',' ','-','D','L','_','E','N','D',
  'I','A','N',' ','-','D','O','P','E','N','S','S','L','_','P','I',
   'C',' ','-','D','_','T','H','R','E','A','D','_','S','A','F','E',
  ' ','-','D','_','R','E','E','N','T','R','A','N','T',' ','-','D',
  'O','P','E','N','S','S','L','_','B','U','I','L','D','I','N','G',
  '_','O','P','E','N','S','S','L',' ','-','D','N','D','E','B','U',
  'G','\0'
};
```

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/* WARNING: do not edit! */
/* Generated by Makefile from include/crypto/bn_conf.h.in */
/*
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*/

#ifndef OSSL_CRYPTO_BN_CONF_H
define OSSL_CRYPTO_BN_CONF_H
pragma once

/*
* The contents of this file are not used in the UEFI build, as
* both 32-bit and 64-bit builds are supported from a single run
* of the Configure script.
*/

/* Should we define BN_DIV2W here? */

/* Only one for the following should be defined */
#undef SIXTY_FOUR_BIT_LONG
#undef SIXTY_FOUR_BIT
#define THIRTY_TWO_BIT

#endif
/*
* WARNING: do not edit!
* Generated by Makefile from providers/common/include/prov/der_rsa.h.in

```
*
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*/

#include "crypto/rsa.h"
#include "internal/der.h"

/* Well known OIDs precompiled */

/*
* hashAlgs OBJECT IDENTIFIER ::= { nistAlgorithms 2 }
*/
#define DER_OID_V_hashAlgs DER_P_OBJECT, 8, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04, 0x02
#define DER_OID_SZ_hashAlgs 10
extern const unsigned char ossl_der_oid_hashAlgs[DER_OID_SZ_hashAlgs];

/*
* rsaEncryption    OBJECT IDENTIFIER ::= { pkcs-1 1 }
*/
#define DER_OID_V_rsaEncryption DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01, 0x01, 0x01
#define DER_OID_SZ_rsaEncryption 11
extern const unsigned
 char ossl_der_oid_rsaEncryption[DER_OID_SZ_rsaEncryption];

/*
* id-RSAES-OAEP    OBJECT IDENTIFIER ::= { pkcs-1 7 }
*/
#define DER_OID_V_id_RSAES_OAEP DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01, 0x01,
0x07
#define DER_OID_SZ_id_RSAES_OAEP 11
extern const unsigned char ossl_der_oid_id_RSAES_OAEP[DER_OID_SZ_id_RSAES_OAEP];

/*
* id-pSpecified    OBJECT IDENTIFIER ::= { pkcs-1 9 }
*/
#define DER_OID_V_id_pSpecified DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01, 0x01, 0x09
#define DER_OID_SZ_id_pSpecified 11
extern const unsigned char ossl_der_oid_id_pSpecified[DER_OID_SZ_id_pSpecified];

/*
* id-RSASSA-PSS    OBJECT IDENTIFIER ::= { pkcs-1 10 }
*/
#define DER_OID_V_id_RSASSA_PSS DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01, 0x01,
```

```
0x0A
#define DER_OID_SZ_id_RSASSA_PSS 11
extern const unsigned char ossl_der_oid_id_RSASSA_PSS[DER_OID_SZ_id_RSASSA_PSS];

/*
* md2WithRSAEncryption         OBJECT IDENTIFIER ::= { pkcs-1 2 }
*/
#define DER_OID_V_md2WithRSAEncryption
 DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01, 0x01, 0x02
#define DER_OID_SZ_md2WithRSAEncryption 11
extern const unsigned char ossl_der_oid_md2WithRSAEncryption[DER_OID_SZ_md2WithRSAEncryption];

/*
* md5WithRSAEncryption         OBJECT IDENTIFIER ::= { pkcs-1 4 }
*/
#define DER_OID_V_md5WithRSAEncryption DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01,
0x01, 0x04
#define DER_OID_SZ_md5WithRSAEncryption 11
extern const unsigned char ossl_der_oid_md5WithRSAEncryption[DER_OID_SZ_md5WithRSAEncryption];

/*
* sha1WithRSAEncryption        OBJECT IDENTIFIER ::= { pkcs-1 5 }
*/
#define DER_OID_V_sha1WithRSAEncryption DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01,
0x01, 0x05
#define DER_OID_SZ_sha1WithRSAEncryption 11
extern const unsigned char ossl_der_oid_sha1WithRSAEncryption[DER_OID_SZ_sha1WithRSAEncryption];

/*
* sha224WithRSAEncryption      OBJECT IDENTIFIER ::= { pkcs-1 14 }
*/
#define DER_OID_V_sha224WithRSAEncryption DER_P_OBJECT,
 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01, 0x01, 0x0E
#define DER_OID_SZ_sha224WithRSAEncryption 11
extern const unsigned char ossl_der_oid_sha224WithRSAEncryption[DER_OID_SZ_sha224WithRSAEncryption];

/*
* sha256WithRSAEncryption      OBJECT IDENTIFIER ::= { pkcs-1 11 }
*/
#define DER_OID_V_sha256WithRSAEncryption DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D,
0x01, 0x01, 0x0B
#define DER_OID_SZ_sha256WithRSAEncryption 11
extern const unsigned char ossl_der_oid_sha256WithRSAEncryption[DER_OID_SZ_sha256WithRSAEncryption];

/*
* sha384WithRSAEncryption      OBJECT IDENTIFIER ::= { pkcs-1 12 }
*/
#define DER_OID_V_sha384WithRSAEncryption DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D,
```

```
0x01, 0x01, 0x0C
#define DER_OID_SZ_sha384WithRSAEncryption 11
extern const unsigned char ossl_der_oid_sha384WithRSAEncryption[DER_OID_SZ_sha384WithRSAEncryption];

/*
* sha512WithRSAEncryption      OBJECT IDENTIFIER ::= { pkcs-1 13 }
*/
#define DER_OID_V_sha512WithRSAEncryption
 DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01, 0x01, 0x0D
#define DER_OID_SZ_sha512WithRSAEncryption 11
extern const unsigned char ossl_der_oid_sha512WithRSAEncryption[DER_OID_SZ_sha512WithRSAEncryption];

/*
* sha512-224WithRSAEncryption  OBJECT IDENTIFIER ::= { pkcs-1 15 }
*/
#define DER_OID_V_sha512_224WithRSAEncryption DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D,
0x01, 0x01, 0x0F
#define DER_OID_SZ_sha512_224WithRSAEncryption 11
extern const unsigned char
ossl_der_oid_sha512_224WithRSAEncryption[DER_OID_SZ_sha512_224WithRSAEncryption];

/*
* sha512-256WithRSAEncryption  OBJECT IDENTIFIER ::= { pkcs-1 16 }
*/
#define DER_OID_V_sha512_256WithRSAEncryption DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D,
0x01, 0x01, 0x10
#define DER_OID_SZ_sha512_256WithRSAEncryption 11
extern const unsigned char
ossl_der_oid_sha512_256WithRSAEncryption[DER_OID_SZ_sha512_256WithRSAEncryption];

/*
* id-mgf1    OBJECT IDENTIFIER ::= { pkcs-1 8 }
*/
#define DER_OID_V_id_mgf1
 DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01, 0x01, 0x08
#define DER_OID_SZ_id_mgf1 11
extern const unsigned char ossl_der_oid_id_mgf1[DER_OID_SZ_id_mgf1];

/*
* id-rsassa-pkcs1-v1_5-with-sha3-224 OBJECT IDENTIFIER ::= { sigAlgs 13 }
*/
#define DER_OID_V_id_rsassa_pkcs1_v1_5_with_sha3_224 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65,
0x03, 0x04, 0x03, 0x0D
#define DER_OID_SZ_id_rsassa_pkcs1_v1_5_with_sha3_224 11
extern const unsigned char
ossl_der_oid_id_rsassa_pkcs1_v1_5_with_sha3_224[DER_OID_SZ_id_rsassa_pkcs1_v1_5_with_sha3_224];

/*
```

```
* id-rsassa-pkcs1-v1_5-with-sha3-256 OBJECT IDENTIFIER ::= { sigAlgs 14 }
*/
#define DER_OID_V_id_rsassa_pkcs1_v1_5_with_sha3_256 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65,
0x03, 0x04, 0x03, 0x0E
#define DER_OID_SZ_id_rsassa_pkcs1_v1_5_with_sha3_256 11
extern const unsigned char
ossl_der_oid_id_rsassa_pkcs1_v1_5_with_sha3_256[DER_OID_SZ_id_rsassa_pkcs1_v1_5_with_sha3_256];

/*
* id-rsassa-pkcs1-v1_5-with-sha3-384 OBJECT IDENTIFIER
 ::= { sigAlgs 15 }
*/
#define DER_OID_V_id_rsassa_pkcs1_v1_5_with_sha3_384 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65,
0x03, 0x04, 0x03, 0x0F
#define DER_OID_SZ_id_rsassa_pkcs1_v1_5_with_sha3_384 11
extern const unsigned char
ossl_der_oid_id_rsassa_pkcs1_v1_5_with_sha3_384[DER_OID_SZ_id_rsassa_pkcs1_v1_5_with_sha3_384];

/*
* id-rsassa-pkcs1-v1_5-with-sha3-512 OBJECT IDENTIFIER ::= { sigAlgs 16 }
*/
#define DER_OID_V_id_rsassa_pkcs1_v1_5_with_sha3_512 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65,
0x03, 0x04, 0x03, 0x10
#define DER_OID_SZ_id_rsassa_pkcs1_v1_5_with_sha3_512 11
extern const unsigned char
ossl_der_oid_id_rsassa_pkcs1_v1_5_with_sha3_512[DER_OID_SZ_id_rsassa_pkcs1_v1_5_with_sha3_512];

/*
* md4WithRSAEncryption OBJECT IDENTIFIER ::= { pkcs-1 3 }
*/
#define DER_OID_V_md4WithRSAEncryption DER_P_OBJECT, 9, 0x2A, 0x86, 0x48, 0x86, 0xF7, 0x0D, 0x01,
0x01, 0x03
#define DER_OID_SZ_md4WithRSAEncryption 11
extern const unsigned char ossl_der_oid_md4WithRSAEncryption[DER_OID_SZ_md4WithRSAEncryption];

/*
 * ripemd160WithRSAEncryption    OBJECT IDENTIFIER ::= {
*     iso(1) identified-organization(3) teletrust(36) algorithm(3) signatureAlgorithm(3) rsaSignature(1) 2
* }
*/
#define DER_OID_V_ripemd160WithRSAEncryption DER_P_OBJECT, 6, 0x2B, 0x24, 0x03, 0x03, 0x01, 0x02
#define DER_OID_SZ_ripemd160WithRSAEncryption 8
extern const unsigned char
ossl_der_oid_ripemd160WithRSAEncryption[DER_OID_SZ_ripemd160WithRSAEncryption];

/*
* mdc2WithRSASignature OBJECT IDENTIFIER ::= {
*     iso(1) identified-organization(3) oiw(14) secsig(3) algorithms(2) mdc2WithRSASignature(14)
```

```
* }
*/
#define DER_OID_V_mdc2WithRSASignature DER_P_OBJECT, 5, 0x2B, 0x0E, 0x03, 0x02, 0x0E
#define DER_OID_SZ_mdc2WithRSASignature 7
extern const unsigned char ossl_der_oid_mdc2WithRSASignature[DER_OID_SZ_mdc2WithRSASignature];


/* PSS parameters */
int ossl_DER_w_RSASSA_PSS_params(WPACKET *pkt, int tag,
                         const RSA_PSS_PARAMS_30 *pss);
/* Subject Public
 Key Info */
int ossl_DER_w_algorithmIdentifier_RSA(WPACKET *pkt, int tag, RSA *rsa);
int ossl_DER_w_algorithmIdentifier_RSA_PSS(WPACKET *pkt, int tag,
                                   int rsa_type,
                                   const RSA_PSS_PARAMS_30 *pss);
/* Signature */
int ossl_DER_w_algorithmIdentifier_MDWithRSAEncryption(WPACKET *pkt, int tag,
                                       int mdnid);
```

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```
{
  global:
    OSSL_provider_init;
  local: *;
};
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/x509v3.h.in
*
* Copyright 1999-2023 The OpenSSL Project Authors. All Rights Reserved.
*
* Licensed under the Apache License 2.0 (the "License").  You may not use
```

```
* this file except in compliance with the License.  You can obtain a copy
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* https://www.openssl.org/source/license.html
*/



#ifndef OPENSSL_X509V3_H
# define OPENSSL_X509V3_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_X509V3_H
# endif

# include <openssl/bio.h>
# include <openssl/x509.h>
# include <openssl/conf.h>
# include <openssl/x509v3err.h>

#ifdef __cplusplus
extern "C" {
#endif

/* Forward reference */
struct v3_ext_method;
struct v3_ext_ctx;

/* Useful typedefs */

typedef void *(*X509V3_EXT_NEW)(void);
typedef void (*X509V3_EXT_FREE) (void *);
typedef void *(*X509V3_EXT_D2I)(void *, const unsigned char **, long);
typedef int (*X509V3_EXT_I2D)
 (const void *, unsigned char **);
typedef STACK_OF(CONF_VALUE) *
  (*X509V3_EXT_I2V) (const struct v3_ext_method *method, void *ext,
                     STACK_OF(CONF_VALUE) *extlist);
typedef void *(*X509V3_EXT_V2I)(const struct v3_ext_method *method,
                                struct v3_ext_ctx *ctx,
                                STACK_OF(CONF_VALUE) *values);
typedef char *(*X509V3_EXT_I2S)(const struct v3_ext_method *method,
                                void *ext);
typedef void *(*X509V3_EXT_S2I)(const struct v3_ext_method *method,
                                struct v3_ext_ctx *ctx, const char *str);
typedef int (*X509V3_EXT_I2R) (const struct v3_ext_method *method, void *ext,
                               BIO *out, int indent);
```

```
typedef void *(*X509V3_EXT_R2I)(const struct v3_ext_method *method,
                                 struct v3_ext_ctx *ctx, const char *str);

/* V3 extension structure */

struct v3_ext_method {
  int ext_nid;
  int ext_flags;
/*
 If this is set the following four fields are ignored */
  ASN1_ITEM_EXP *it;
/* Old style ASN1 calls */
  X509V3_EXT_NEW ext_new;
  X509V3_EXT_FREE ext_free;
  X509V3_EXT_D2I d2i;
  X509V3_EXT_I2D i2d;
/* The following pair is used for string extensions */
  X509V3_EXT_I2S i2s;
  X509V3_EXT_S2I s2i;
/* The following pair is used for multi-valued extensions */
  X509V3_EXT_I2V i2v;
  X509V3_EXT_V2I v2i;
/* The following are used for raw extensions */
  X509V3_EXT_I2R i2r;
  X509V3_EXT_R2I r2i;
  void *usr_data;           /* Any extension specific data */
};

typedef struct X509V3_CONF_METHOD_st {
  char *(*get_string) (void *db, const char *section, const char *value);
  STACK_OF(CONF_VALUE) *(*get_section) (void *db, const char *section);
  void (*free_string) (void *db, char *string);
  void (*free_section) (void *db, STACK_OF(CONF_VALUE) *section);
} X509V3_CONF_METHOD;

/* Context specific info for producing X509 v3 extensions*/
struct v3_ext_ctx
 {
# define X509V3_CTX_TEST 0x1
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define CTX_TEST X509V3_CTX_TEST
# endif
# define X509V3_CTX_REPLACE 0x2
  int flags;
  X509 *issuer_cert;
  X509 *subject_cert;
  X509_REQ *subject_req;
  X509_CRL *crl;
```

```
  X509V3_CONF_METHOD *db_meth;
  void *db;
  EVP_PKEY *issuer_pkey;
/* Maybe more here */
};

typedef struct v3_ext_method X509V3_EXT_METHOD;

SKM_DEFINE_STACK_OF_INTERNAL(X509V3_EXT_METHOD, X509V3_EXT_METHOD,
X509V3_EXT_METHOD)
#define sk_X509V3_EXT_METHOD_num(sk)
OPENSSL_sk_num(ossl_check_const_X509V3_EXT_METHOD_sk_type(sk))
#define sk_X509V3_EXT_METHOD_value(sk, idx) ((X509V3_EXT_METHOD
*)OPENSSL_sk_value(ossl_check_const_X509V3_EXT_METHOD_sk_type(sk), (idx)))
#define sk_X509V3_EXT_METHOD_new(cmp) ((STACK_OF(X509V3_EXT_METHOD)
*)OPENSSL_sk_new(ossl_check_X509V3_EXT_METHOD_compfunc_type(cmp)))
#define sk_X509V3_EXT_METHOD_new_null() ((STACK_OF(X509V3_EXT_METHOD)
*)OPENSSL_sk_new_null())
#define sk_X509V3_EXT_METHOD_new_reserve(cmp,
 n) ((STACK_OF(X509V3_EXT_METHOD)
*)OPENSSL_sk_new_reserve(ossl_check_X509V3_EXT_METHOD_compfunc_type(cmp), (n)))
#define sk_X509V3_EXT_METHOD_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_X509V3_EXT_METHOD_sk_type(sk), (n))
#define sk_X509V3_EXT_METHOD_free(sk)
OPENSSL_sk_free(ossl_check_X509V3_EXT_METHOD_sk_type(sk))
#define sk_X509V3_EXT_METHOD_zero(sk)
OPENSSL_sk_zero(ossl_check_X509V3_EXT_METHOD_sk_type(sk))
#define sk_X509V3_EXT_METHOD_delete(sk, i) ((X509V3_EXT_METHOD
*)OPENSSL_sk_delete(ossl_check_X509V3_EXT_METHOD_sk_type(sk), (i)))
#define sk_X509V3_EXT_METHOD_delete_ptr(sk, ptr) ((X509V3_EXT_METHOD
*)OPENSSL_sk_delete_ptr(ossl_check_X509V3_EXT_METHOD_sk_type(sk),
ossl_check_X509V3_EXT_METHOD_type(ptr)))
#define sk_X509V3_EXT_METHOD_push(sk, ptr)
OPENSSL_sk_push(ossl_check_X509V3_EXT_METHOD_sk_type(sk),
ossl_check_X509V3_EXT_METHOD_type(ptr))
#define sk_X509V3_EXT_METHOD_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_X509V3_EXT_METHOD_sk_type(sk),
ossl_check_X509V3_EXT_METHOD_type(ptr))
#define
 sk_X509V3_EXT_METHOD_pop(sk) ((X509V3_EXT_METHOD
*)OPENSSL_sk_pop(ossl_check_X509V3_EXT_METHOD_sk_type(sk)))
#define sk_X509V3_EXT_METHOD_shift(sk) ((X509V3_EXT_METHOD
*)OPENSSL_sk_shift(ossl_check_X509V3_EXT_METHOD_sk_type(sk)))
#define sk_X509V3_EXT_METHOD_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509V3_EXT_METHOD_sk_type(sk),ossl_check_X509V3_EXT_METHOD
_freefunc_type(freefunc))
#define sk_X509V3_EXT_METHOD_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_X509V3_EXT_METHOD_sk_type(sk),
```

```
ossl_check_X509V3_EXT_METHOD_type(ptr), (idx))
#define sk_X509V3_EXT_METHOD_set(sk, idx, ptr) ((X509V3_EXT_METHOD
*)OPENSSL_sk_set(ossl_check_X509V3_EXT_METHOD_sk_type(sk), (idx),
ossl_check_X509V3_EXT_METHOD_type(ptr)))
#define sk_X509V3_EXT_METHOD_find(sk, ptr)
OPENSSL_sk_find(ossl_check_X509V3_EXT_METHOD_sk_type(sk),
ossl_check_X509V3_EXT_METHOD_type(ptr))
#define sk_X509V3_EXT_METHOD_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_X509V3_EXT_METHOD_sk_type(sk),
 ossl_check_X509V3_EXT_METHOD_type(ptr))
#define sk_X509V3_EXT_METHOD_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_X509V3_EXT_METHOD_sk_type(sk),
ossl_check_X509V3_EXT_METHOD_type(ptr), pnum)
#define sk_X509V3_EXT_METHOD_sort(sk)
OPENSSL_sk_sort(ossl_check_X509V3_EXT_METHOD_sk_type(sk))
#define sk_X509V3_EXT_METHOD_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_X509V3_EXT_METHOD_sk_type(sk))
#define sk_X509V3_EXT_METHOD_dup(sk) ((STACK_OF(X509V3_EXT_METHOD)
*)OPENSSL_sk_dup(ossl_check_const_X509V3_EXT_METHOD_sk_type(sk)))
#define sk_X509V3_EXT_METHOD_deep_copy(sk, copyfunc, freefunc)
((STACK_OF(X509V3_EXT_METHOD)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509V3_EXT_METHOD_sk_type(sk),
ossl_check_X509V3_EXT_METHOD_copyfunc_type(copyfunc),
ossl_check_X509V3_EXT_METHOD_freefunc_type(freefunc)))
#define sk_X509V3_EXT_METHOD_set_cmp_func(sk, cmp)
((sk_X509V3_EXT_METHOD_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509V3_EXT_METHOD_sk
_type(sk), ossl_check_X509V3_EXT_METHOD_compfunc_type(cmp)))


/*
 ext_flags values */
# define X509V3_EXT_DYNAMIC      0x1
# define X509V3_EXT_CTX_DEP      0x2
# define X509V3_EXT_MULTILINE    0x4

typedef BIT_STRING_BITNAME ENUMERATED_NAMES;

typedef struct BASIC_CONSTRAINTS_st {
  int ca;
  ASN1_INTEGER *pathlen;
} BASIC_CONSTRAINTS;

typedef struct PKEY_USAGE_PERIOD_st {
  ASN1_GENERALIZEDTIME *notBefore;
  ASN1_GENERALIZEDTIME *notAfter;
} PKEY_USAGE_PERIOD;

typedef struct otherName_st {
```

```
  ASN1_OBJECT *type_id;
  ASN1_TYPE *value;
} OTHERNAME;

typedef struct EDIPartyName_st {
  ASN1_STRING *nameAssigner;
  ASN1_STRING *partyName;
} EDIPARTYNAME;

typedef struct GENERAL_NAME_st {
# define GEN_OTHERNAME   0
# define GEN_EMAIL       1
# define GEN_DNS         2
# define GEN_X400        3
# define GEN_DIRNAME     4
# define GEN_EDIPARTY    5
# define GEN_URI         6
# define GEN_IPADD       7
# define GEN_RID         8
  int type;
  union {
     char *ptr;
     OTHERNAME *otherName;   /* otherName */
      ASN1_IA5STRING *rfc822Name;
     ASN1_IA5STRING *dNSName;
     ASN1_STRING *x400Address;
     X509_NAME *directoryName;
     EDIPARTYNAME *ediPartyName;
     ASN1_IA5STRING *uniformResourceIdentifier;
     ASN1_OCTET_STRING *iPAddress;
     ASN1_OBJECT *registeredID;
     /* Old names */
     ASN1_OCTET_STRING *ip;  /* iPAddress */
     X509_NAME *dirn;        /* dirn */
     ASN1_IA5STRING *ia5;    /* rfc822Name, dNSName,
                              * uniformResourceIdentifier */
     ASN1_OBJECT *rid;       /* registeredID */
     ASN1_TYPE *other;       /* x400Address */
  } d;
} GENERAL_NAME;

typedef struct ACCESS_DESCRIPTION_st {
  ASN1_OBJECT *method;
  GENERAL_NAME *location;
} ACCESS_DESCRIPTION;

SKM_DEFINE_STACK_OF_INTERNAL(ACCESS_DESCRIPTION, ACCESS_DESCRIPTION,
ACCESS_DESCRIPTION)
```

```
#define sk_ACCESS_DESCRIPTION_num(sk)
OPENSSL_sk_num(ossl_check_const_ACCESS_DESCRIPTION_sk_type(sk))
#define sk_ACCESS_DESCRIPTION_value(sk,
 idx) ((ACCESS_DESCRIPTION
*)OPENSSL_sk_value(ossl_check_const_ACCESS_DESCRIPTION_sk_type(sk), (idx)))
#define sk_ACCESS_DESCRIPTION_new(cmp) ((STACK_OF(ACCESS_DESCRIPTION)
*)OPENSSL_sk_new(ossl_check_ACCESS_DESCRIPTION_compfunc_type(cmp)))
#define sk_ACCESS_DESCRIPTION_new_null() ((STACK_OF(ACCESS_DESCRIPTION)
*)OPENSSL_sk_new_null())
#define sk_ACCESS_DESCRIPTION_new_reserve(cmp, n) ((STACK_OF(ACCESS_DESCRIPTION)
*)OPENSSL_sk_new_reserve(ossl_check_ACCESS_DESCRIPTION_compfunc_type(cmp), (n)))
#define sk_ACCESS_DESCRIPTION_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_ACCESS_DESCRIPTION_sk_type(sk), (n))
#define sk_ACCESS_DESCRIPTION_free(sk)
OPENSSL_sk_free(ossl_check_ACCESS_DESCRIPTION_sk_type(sk))
#define sk_ACCESS_DESCRIPTION_zero(sk)
OPENSSL_sk_zero(ossl_check_ACCESS_DESCRIPTION_sk_type(sk))
#define sk_ACCESS_DESCRIPTION_delete(sk, i) ((ACCESS_DESCRIPTION
*)OPENSSL_sk_delete(ossl_check_ACCESS_DESCRIPTION_sk_type(sk), (i)))
#define sk_ACCESS_DESCRIPTION_delete_ptr(sk, ptr) ((ACCESS_DESCRIPTION
 *)OPENSSL_sk_delete_ptr(ossl_check_ACCESS_DESCRIPTION_sk_type(sk),
ossl_check_ACCESS_DESCRIPTION_type(ptr)))
#define sk_ACCESS_DESCRIPTION_push(sk, ptr)
OPENSSL_sk_push(ossl_check_ACCESS_DESCRIPTION_sk_type(sk),
ossl_check_ACCESS_DESCRIPTION_type(ptr))
#define sk_ACCESS_DESCRIPTION_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_ACCESS_DESCRIPTION_sk_type(sk),
ossl_check_ACCESS_DESCRIPTION_type(ptr))
#define sk_ACCESS_DESCRIPTION_pop(sk) ((ACCESS_DESCRIPTION
*)OPENSSL_sk_pop(ossl_check_ACCESS_DESCRIPTION_sk_type(sk)))
#define sk_ACCESS_DESCRIPTION_shift(sk) ((ACCESS_DESCRIPTION
*)OPENSSL_sk_shift(ossl_check_ACCESS_DESCRIPTION_sk_type(sk)))
#define sk_ACCESS_DESCRIPTION_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ACCESS_DESCRIPTION_sk_type(sk),ossl_check_ACCESS_DESCRIPTIO
N_freefunc_type(freefunc))
#define sk_ACCESS_DESCRIPTION_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_ACCESS_DESCRIPTION_sk_type(sk),
ossl_check_ACCESS_DESCRIPTION_type(ptr), (idx))
#define
 sk_ACCESS_DESCRIPTION_set(sk, idx, ptr) ((ACCESS_DESCRIPTION
*)OPENSSL_sk_set(ossl_check_ACCESS_DESCRIPTION_sk_type(sk), (idx),
ossl_check_ACCESS_DESCRIPTION_type(ptr)))
#define sk_ACCESS_DESCRIPTION_find(sk, ptr)
OPENSSL_sk_find(ossl_check_ACCESS_DESCRIPTION_sk_type(sk),
ossl_check_ACCESS_DESCRIPTION_type(ptr))
#define sk_ACCESS_DESCRIPTION_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_ACCESS_DESCRIPTION_sk_type(sk),
ossl_check_ACCESS_DESCRIPTION_type(ptr))
```

#define sk_ACCESS_DESCRIPTION_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ACCESS_DESCRIPTION_sk_type(sk),
ossl_check_ACCESS_DESCRIPTION_type(ptr), pnum)
#define sk_ACCESS_DESCRIPTION_sort(sk)
OPENSSL_sk_sort(ossl_check_ACCESS_DESCRIPTION_sk_type(sk))
#define sk_ACCESS_DESCRIPTION_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_ACCESS_DESCRIPTION_sk_type(sk))
#define sk_ACCESS_DESCRIPTION_dup(sk) ((STACK_OF(ACCESS_DESCRIPTION)
*)OPENSSL_sk_dup(ossl_check_const_ACCESS_DESCRIPTION_sk_type(sk)))
#define sk_ACCESS_DESCRIPTION_deep_copy(sk,
copyfunc, freefunc) ((STACK_OF(ACCESS_DESCRIPTION)
*)OPENSSL_sk_deep_copy(ossl_check_const_ACCESS_DESCRIPTION_sk_type(sk),
ossl_check_ACCESS_DESCRIPTION_copyfunc_type(copyfunc),
ossl_check_ACCESS_DESCRIPTION_freefunc_type(freefunc)))
#define sk_ACCESS_DESCRIPTION_set_cmp_func(sk, cmp)
((sk_ACCESS_DESCRIPTION_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ACCESS_DESCRIPTION_sk_type(sk), ossl_check_ACCESS_DESCRIPTION_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(GENERAL_NAME, GENERAL_NAME, GENERAL_NAME)
#define sk_GENERAL_NAME_num(sk) OPENSSL_sk_num(ossl_check_const_GENERAL_NAME_sk_type(sk))
#define sk_GENERAL_NAME_value(sk, idx) ((GENERAL_NAME
*)OPENSSL_sk_value(ossl_check_const_GENERAL_NAME_sk_type(sk), (idx)))
#define sk_GENERAL_NAME_new(cmp) ((STACK_OF(GENERAL_NAME)
*)OPENSSL_sk_new(ossl_check_GENERAL_NAME_compfunc_type(cmp)))
#define sk_GENERAL_NAME_new_null() ((STACK_OF(GENERAL_NAME) *)OPENSSL_sk_new_null())
#define sk_GENERAL_NAME_new_reserve(cmp, n) ((STACK_OF(GENERAL_NAME)
*)OPENSSL_sk_new_reserve(ossl_check_GENERAL_NAME_compfunc_type(cmp), (n)))
#define sk_GENERAL_NAME_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_GENERAL_NAME_sk_type(sk), (n))
#define sk_GENERAL_NAME_free(sk) OPENSSL_sk_free(ossl_check_GENERAL_NAME_sk_type(sk))
#define sk_GENERAL_NAME_zero(sk) OPENSSL_sk_zero(ossl_check_GENERAL_NAME_sk_type(sk))
#define sk_GENERAL_NAME_delete(sk, i) ((GENERAL_NAME
*)OPENSSL_sk_delete(ossl_check_GENERAL_NAME_sk_type(sk), (i)))
#define sk_GENERAL_NAME_delete_ptr(sk, ptr) ((GENERAL_NAME
*)OPENSSL_sk_delete_ptr(ossl_check_GENERAL_NAME_sk_type(sk),
ossl_check_GENERAL_NAME_type(ptr)))
#define sk_GENERAL_NAME_push(sk, ptr) OPENSSL_sk_push(ossl_check_GENERAL_NAME_sk_type(sk), ossl_check_GENERAL_NAME_type(ptr))
#define sk_GENERAL_NAME_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_GENERAL_NAME_sk_type(sk), ossl_check_GENERAL_NAME_type(ptr))
#define sk_GENERAL_NAME_pop(sk) ((GENERAL_NAME
*)OPENSSL_sk_pop(ossl_check_GENERAL_NAME_sk_type(sk)))
#define
sk_GENERAL_NAME_shift(sk) ((GENERAL_NAME
*)OPENSSL_sk_shift(ossl_check_GENERAL_NAME_sk_type(sk)))
#define sk_GENERAL_NAME_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_GENERAL_NAME_sk_type(sk),ossl_check_GENERAL_NAME_freefunc_type(freefunc))
#define sk_GENERAL_NAME_insert(sk, ptr, idx)

```
OPENSSL_sk_insert(ossl_check_GENERAL_NAME_sk_type(sk), ossl_check_GENERAL_NAME_type(ptr),
(idx))
#define sk_GENERAL_NAME_set(sk, idx, ptr) ((GENERAL_NAME
*)OPENSSL_sk_set(ossl_check_GENERAL_NAME_sk_type(sk), (idx),
ossl_check_GENERAL_NAME_type(ptr)))
#define sk_GENERAL_NAME_find(sk, ptr) OPENSSL_sk_find(ossl_check_GENERAL_NAME_sk_type(sk),
ossl_check_GENERAL_NAME_type(ptr))
#define sk_GENERAL_NAME_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_GENERAL_NAME_sk_type(sk), ossl_check_GENERAL_NAME_type(ptr))
#define sk_GENERAL_NAME_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_GENERAL_NAME_sk_type(sk), ossl_check_GENERAL_NAME_type(ptr),
pnum)
#define sk_GENERAL_NAME_sort(sk) OPENSSL_sk_sort(ossl_check_GENERAL_NAME_sk_type(sk))
#define
 sk_GENERAL_NAME_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_GENERAL_NAME_sk_type(sk))
#define sk_GENERAL_NAME_dup(sk) ((STACK_OF(GENERAL_NAME)
*)OPENSSL_sk_dup(ossl_check_const_GENERAL_NAME_sk_type(sk)))
#define sk_GENERAL_NAME_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(GENERAL_NAME)
*)OPENSSL_sk_deep_copy(ossl_check_const_GENERAL_NAME_sk_type(sk),
ossl_check_GENERAL_NAME_copyfunc_type(copyfunc),
ossl_check_GENERAL_NAME_freefunc_type(freefunc)))
#define sk_GENERAL_NAME_set_cmp_func(sk, cmp)
((sk_GENERAL_NAME_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_GENERAL_NAME_sk_type(sk),
ossl_check_GENERAL_NAME_compfunc_type(cmp)))


typedef STACK_OF(ACCESS_DESCRIPTION) AUTHORITY_INFO_ACCESS;
typedef STACK_OF(ASN1_OBJECT) EXTENDED_KEY_USAGE;
typedef STACK_OF(ASN1_INTEGER) TLS_FEATURE;
typedef STACK_OF(GENERAL_NAME) GENERAL_NAMES;

SKM_DEFINE_STACK_OF_INTERNAL(GENERAL_NAMES, GENERAL_NAMES, GENERAL_NAMES)
#define sk_GENERAL_NAMES_num(sk)
OPENSSL_sk_num(ossl_check_const_GENERAL_NAMES_sk_type(sk))
#define
 sk_GENERAL_NAMES_value(sk, idx) ((GENERAL_NAMES
*)OPENSSL_sk_value(ossl_check_const_GENERAL_NAMES_sk_type(sk), (idx)))
#define sk_GENERAL_NAMES_new(cmp) ((STACK_OF(GENERAL_NAMES)
*)OPENSSL_sk_new(ossl_check_GENERAL_NAMES_compfunc_type(cmp)))
#define sk_GENERAL_NAMES_new_null() ((STACK_OF(GENERAL_NAMES) *)OPENSSL_sk_new_null())
#define sk_GENERAL_NAMES_new_reserve(cmp, n) ((STACK_OF(GENERAL_NAMES)
*)OPENSSL_sk_new_reserve(ossl_check_GENERAL_NAMES_compfunc_type(cmp), (n)))
#define sk_GENERAL_NAMES_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_GENERAL_NAMES_sk_type(sk), (n))
#define sk_GENERAL_NAMES_free(sk) OPENSSL_sk_free(ossl_check_GENERAL_NAMES_sk_type(sk))
#define sk_GENERAL_NAMES_zero(sk) OPENSSL_sk_zero(ossl_check_GENERAL_NAMES_sk_type(sk))
#define sk_GENERAL_NAMES_delete(sk, i) ((GENERAL_NAMES
```

```
*)OPENSSL_sk_delete(ossl_check_GENERAL_NAMES_sk_type(sk), (i)))
#define sk_GENERAL_NAMES_delete_ptr(sk, ptr) ((GENERAL_NAMES
 *)OPENSSL_sk_delete_ptr(ossl_check_GENERAL_NAMES_sk_type(sk),
ossl_check_GENERAL_NAMES_type(ptr)))
#define sk_GENERAL_NAMES_push(sk, ptr) OPENSSL_sk_push(ossl_check_GENERAL_NAMES_sk_type(sk),
ossl_check_GENERAL_NAMES_type(ptr))
#define sk_GENERAL_NAMES_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_GENERAL_NAMES_sk_type(sk), ossl_check_GENERAL_NAMES_type(ptr))
#define sk_GENERAL_NAMES_pop(sk) ((GENERAL_NAMES
*)OPENSSL_sk_pop(ossl_check_GENERAL_NAMES_sk_type(sk)))
#define sk_GENERAL_NAMES_shift(sk) ((GENERAL_NAMES
*)OPENSSL_sk_shift(ossl_check_GENERAL_NAMES_sk_type(sk)))
#define sk_GENERAL_NAMES_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_GENERAL_NAMES_sk_type(sk),ossl_check_GENERAL_NAMES_freefunc
_type(freefunc))
#define sk_GENERAL_NAMES_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_GENERAL_NAMES_sk_type(sk), ossl_check_GENERAL_NAMES_type(ptr),
(idx))
#define sk_GENERAL_NAMES_set(sk, idx, ptr) ((GENERAL_NAMES
*)OPENSSL_sk_set(ossl_check_GENERAL_NAMES_sk_type(sk), (idx),
ossl_check_GENERAL_NAMES_type(ptr)))
#define
 sk_GENERAL_NAMES_find(sk, ptr) OPENSSL_sk_find(ossl_check_GENERAL_NAMES_sk_type(sk),
ossl_check_GENERAL_NAMES_type(ptr))
#define sk_GENERAL_NAMES_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_GENERAL_NAMES_sk_type(sk), ossl_check_GENERAL_NAMES_type(ptr))
#define sk_GENERAL_NAMES_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_GENERAL_NAMES_sk_type(sk), ossl_check_GENERAL_NAMES_type(ptr),
pnum)
#define sk_GENERAL_NAMES_sort(sk) OPENSSL_sk_sort(ossl_check_GENERAL_NAMES_sk_type(sk))
#define sk_GENERAL_NAMES_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_GENERAL_NAMES_sk_type(sk))
#define sk_GENERAL_NAMES_dup(sk) ((STACK_OF(GENERAL_NAMES)
*)OPENSSL_sk_dup(ossl_check_const_GENERAL_NAMES_sk_type(sk)))
#define sk_GENERAL_NAMES_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(GENERAL_NAMES)
*)OPENSSL_sk_deep_copy(ossl_check_const_GENERAL_NAMES_sk_type(sk),
ossl_check_GENERAL_NAMES_copyfunc_type(copyfunc),
ossl_check_GENERAL_NAMES_freefunc_type(freefunc)))
#define
 sk_GENERAL_NAMES_set_cmp_func(sk, cmp)
((sk_GENERAL_NAMES_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_GENERAL_NAMES_sk_type(sk),
ossl_check_GENERAL_NAMES_compfunc_type(cmp)))


typedef struct DIST_POINT_NAME_st {
  int type;
  union {
     GENERAL_NAMES *fullname;
```

```
      STACK_OF(X509_NAME_ENTRY) *relativename;
    } name;
/* If relativename then this contains the full distribution point name */
    X509_NAME *dpname;
} DIST_POINT_NAME;
/* All existing reasons */
# define CRLDP_ALL_REASONS       0x807f

# define CRL_REASON_NONE                  -1
# define CRL_REASON_UNSPECIFIED            0
# define CRL_REASON_KEY_COMPROMISE         1
# define CRL_REASON_CA_COMPROMISE          2
# define CRL_REASON_AFFILIATION_CHANGED    3
# define CRL_REASON_SUPERSEDED             4
# define CRL_REASON_CESSATION_OF_OPERATION 5
# define CRL_REASON_CERTIFICATE_HOLD       6
# define CRL_REASON_REMOVE_FROM_CRL        8
#
 define CRL_REASON_PRIVILEGE_WITHDRAWN    9
# define CRL_REASON_AA_COMPROMISE          10

struct DIST_POINT_st {
    DIST_POINT_NAME *distpoint;
    ASN1_BIT_STRING *reasons;
    GENERAL_NAMES *CRLissuer;
    int dp_reasons;
};

SKM_DEFINE_STACK_OF_INTERNAL(DIST_POINT, DIST_POINT, DIST_POINT)
#define sk_DIST_POINT_num(sk) OPENSSL_sk_num(ossl_check_const_DIST_POINT_sk_type(sk))
#define sk_DIST_POINT_value(sk, idx) ((DIST_POINT
*)OPENSSL_sk_value(ossl_check_const_DIST_POINT_sk_type(sk), (idx)))
#define sk_DIST_POINT_new(cmp) ((STACK_OF(DIST_POINT)
*)OPENSSL_sk_new(ossl_check_DIST_POINT_compfunc_type(cmp)))
#define sk_DIST_POINT_new_null() ((STACK_OF(DIST_POINT) *)OPENSSL_sk_new_null())
#define sk_DIST_POINT_new_reserve(cmp, n) ((STACK_OF(DIST_POINT)
*)OPENSSL_sk_new_reserve(ossl_check_DIST_POINT_compfunc_type(cmp), (n)))
#define sk_DIST_POINT_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_DIST_POINT_sk_type(sk), (n))
#define sk_DIST_POINT_free(sk) OPENSSL_sk_free(ossl_check_DIST_POINT_sk_type(sk))
#define
 sk_DIST_POINT_zero(sk) OPENSSL_sk_zero(ossl_check_DIST_POINT_sk_type(sk))
#define sk_DIST_POINT_delete(sk, i) ((DIST_POINT
*)OPENSSL_sk_delete(ossl_check_DIST_POINT_sk_type(sk), (i)))
#define sk_DIST_POINT_delete_ptr(sk, ptr) ((DIST_POINT
*)OPENSSL_sk_delete_ptr(ossl_check_DIST_POINT_sk_type(sk), ossl_check_DIST_POINT_type(ptr)))
#define sk_DIST_POINT_push(sk, ptr) OPENSSL_sk_push(ossl_check_DIST_POINT_sk_type(sk),
ossl_check_DIST_POINT_type(ptr))
#define sk_DIST_POINT_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_DIST_POINT_sk_type(sk),
```

```
ossl_check_DIST_POINT_type(ptr))
#define sk_DIST_POINT_pop(sk) ((DIST_POINT *)OPENSSL_sk_pop(ossl_check_DIST_POINT_sk_type(sk)))
#define sk_DIST_POINT_shift(sk) ((DIST_POINT *)OPENSSL_sk_shift(ossl_check_DIST_POINT_sk_type(sk)))
#define sk_DIST_POINT_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_DIST_POINT_sk_type(sk),ossl_check_DIST_POINT_freefunc_type(freefunc)
)
#define sk_DIST_POINT_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_DIST_POINT_sk_type(sk),
 ossl_check_DIST_POINT_type(ptr), (idx))
#define sk_DIST_POINT_set(sk, idx, ptr) ((DIST_POINT
*)OPENSSL_sk_set(ossl_check_DIST_POINT_sk_type(sk), (idx), ossl_check_DIST_POINT_type(ptr)))
#define sk_DIST_POINT_find(sk, ptr) OPENSSL_sk_find(ossl_check_DIST_POINT_sk_type(sk),
ossl_check_DIST_POINT_type(ptr))
#define sk_DIST_POINT_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_DIST_POINT_sk_type(sk),
ossl_check_DIST_POINT_type(ptr))
#define sk_DIST_POINT_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_DIST_POINT_sk_type(sk),
ossl_check_DIST_POINT_type(ptr), pnum)
#define sk_DIST_POINT_sort(sk) OPENSSL_sk_sort(ossl_check_DIST_POINT_sk_type(sk))
#define sk_DIST_POINT_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_DIST_POINT_sk_type(sk))
#define sk_DIST_POINT_dup(sk) ((STACK_OF(DIST_POINT)
*)OPENSSL_sk_dup(ossl_check_const_DIST_POINT_sk_type(sk)))
#define sk_DIST_POINT_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(DIST_POINT)
*)OPENSSL_sk_deep_copy(ossl_check_const_DIST_POINT_sk_type(sk),
 ossl_check_DIST_POINT_copyfunc_type(copyfunc), ossl_check_DIST_POINT_freefunc_type(freefunc)))
#define sk_DIST_POINT_set_cmp_func(sk, cmp)
((sk_DIST_POINT_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_DIST_POINT_sk_type(sk),
ossl_check_DIST_POINT_compfunc_type(cmp)))


typedef STACK_OF(DIST_POINT) CRL_DIST_POINTS;

struct AUTHORITY_KEYID_st {
  ASN1_OCTET_STRING *keyid;
  GENERAL_NAMES *issuer;
  ASN1_INTEGER *serial;
};

/* Strong extranet structures */

typedef struct SXNET_ID_st {
  ASN1_INTEGER *zone;
  ASN1_OCTET_STRING *user;
} SXNETID;

SKM_DEFINE_STACK_OF_INTERNAL(SXNETID, SXNETID, SXNETID)
#define sk_SXNETID_num(sk) OPENSSL_sk_num(ossl_check_const_SXNETID_sk_type(sk))
#define sk_SXNETID_value(sk, idx) ((SXNETID
*)OPENSSL_sk_value(ossl_check_const_SXNETID_sk_type(sk), (idx)))
#define sk_SXNETID_new(cmp) ((STACK_OF(SXNETID)
```

```
*)OPENSSL_sk_new(ossl_check_SXNETID_compfunc_type(cmp)))
#define sk_SXNETID_new_null() ((STACK_OF(SXNETID)
 *)OPENSSL_sk_new_null())
#define sk_SXNETID_new_reserve(cmp, n) ((STACK_OF(SXNETID)
*)OPENSSL_sk_new_reserve(ossl_check_SXNETID_compfunc_type(cmp), (n)))
#define sk_SXNETID_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_SXNETID_sk_type(sk), (n))
#define sk_SXNETID_free(sk) OPENSSL_sk_free(ossl_check_SXNETID_sk_type(sk))
#define sk_SXNETID_zero(sk) OPENSSL_sk_zero(ossl_check_SXNETID_sk_type(sk))
#define sk_SXNETID_delete(sk, i) ((SXNETID *)OPENSSL_sk_delete(ossl_check_SXNETID_sk_type(sk), (i)))
#define sk_SXNETID_delete_ptr(sk, ptr) ((SXNETID
*)OPENSSL_sk_delete_ptr(ossl_check_SXNETID_sk_type(sk), ossl_check_SXNETID_type(ptr)))
#define sk_SXNETID_push(sk, ptr) OPENSSL_sk_push(ossl_check_SXNETID_sk_type(sk),
ossl_check_SXNETID_type(ptr))
#define sk_SXNETID_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_SXNETID_sk_type(sk),
ossl_check_SXNETID_type(ptr))
#define sk_SXNETID_pop(sk) ((SXNETID *)OPENSSL_sk_pop(ossl_check_SXNETID_sk_type(sk)))
#define sk_SXNETID_shift(sk) ((SXNETID *)OPENSSL_sk_shift(ossl_check_SXNETID_sk_type(sk)))
#define
 sk_SXNETID_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_SXNETID_sk_type(sk),ossl_check_SXNETID_freefunc_type(freefunc))
#define sk_SXNETID_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_SXNETID_sk_type(sk),
ossl_check_SXNETID_type(ptr), (idx))
#define sk_SXNETID_set(sk, idx, ptr) ((SXNETID *)OPENSSL_sk_set(ossl_check_SXNETID_sk_type(sk), (idx),
ossl_check_SXNETID_type(ptr)))
#define sk_SXNETID_find(sk, ptr) OPENSSL_sk_find(ossl_check_SXNETID_sk_type(sk),
ossl_check_SXNETID_type(ptr))
#define sk_SXNETID_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_SXNETID_sk_type(sk),
ossl_check_SXNETID_type(ptr))
#define sk_SXNETID_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_SXNETID_sk_type(sk),
ossl_check_SXNETID_type(ptr), pnum)
#define sk_SXNETID_sort(sk) OPENSSL_sk_sort(ossl_check_SXNETID_sk_type(sk))
#define sk_SXNETID_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_SXNETID_sk_type(sk))
#define sk_SXNETID_dup(sk)
 ((STACK_OF(SXNETID) *)OPENSSL_sk_dup(ossl_check_const_SXNETID_sk_type(sk)))
#define sk_SXNETID_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(SXNETID)
*)OPENSSL_sk_deep_copy(ossl_check_const_SXNETID_sk_type(sk),
ossl_check_SXNETID_copyfunc_type(copyfunc), ossl_check_SXNETID_freefunc_type(freefunc)))
#define sk_SXNETID_set_cmp_func(sk, cmp)
((sk_SXNETID_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_SXNETID_sk_type(sk),
ossl_check_SXNETID_compfunc_type(cmp)))



typedef struct SXNET_st {
  ASN1_INTEGER *version;
  STACK_OF(SXNETID) *ids;
} SXNET;
```

```
typedef struct ISSUER_SIGN_TOOL_st {
  ASN1_UTF8STRING *signTool;
  ASN1_UTF8STRING *cATool;
  ASN1_UTF8STRING *signToolCert;
  ASN1_UTF8STRING *cAToolCert;
} ISSUER_SIGN_TOOL;

typedef struct NOTICEREF_st {
  ASN1_STRING *organization;
  STACK_OF(ASN1_INTEGER) *noticenos;
} NOTICEREF;

typedef struct USERNOTICE_st {
  NOTICEREF *noticeref;
  ASN1_STRING *exptext;
} USERNOTICE;

typedef struct POLICYQUALINFO_st {
  ASN1_OBJECT
 *pqualid;
  union {
     ASN1_IA5STRING *cpsuri;
     USERNOTICE *usernotice;
     ASN1_TYPE *other;
  } d;
} POLICYQUALINFO;

SKM_DEFINE_STACK_OF_INTERNAL(POLICYQUALINFO, POLICYQUALINFO, POLICYQUALINFO)
#define sk_POLICYQUALINFO_num(sk)
OPENSSL_sk_num(ossl_check_const_POLICYQUALINFO_sk_type(sk))
#define sk_POLICYQUALINFO_value(sk, idx) ((POLICYQUALINFO
*)OPENSSL_sk_value(ossl_check_const_POLICYQUALINFO_sk_type(sk), (idx)))
#define sk_POLICYQUALINFO_new(cmp) ((STACK_OF(POLICYQUALINFO)
*)OPENSSL_sk_new(ossl_check_POLICYQUALINFO_compfunc_type(cmp)))
#define sk_POLICYQUALINFO_new_null() ((STACK_OF(POLICYQUALINFO) *)OPENSSL_sk_new_null())
#define sk_POLICYQUALINFO_new_reserve(cmp, n) ((STACK_OF(POLICYQUALINFO)
*)OPENSSL_sk_new_reserve(ossl_check_POLICYQUALINFO_compfunc_type(cmp), (n)))
#define sk_POLICYQUALINFO_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_POLICYQUALINFO_sk_type(sk), (n))
#define sk_POLICYQUALINFO_free(sk) OPENSSL_sk_free(ossl_check_POLICYQUALINFO_sk_type(sk))
#define
 sk_POLICYQUALINFO_zero(sk) OPENSSL_sk_zero(ossl_check_POLICYQUALINFO_sk_type(sk))
#define sk_POLICYQUALINFO_delete(sk, i) ((POLICYQUALINFO
*)OPENSSL_sk_delete(ossl_check_POLICYQUALINFO_sk_type(sk), (i)))
#define sk_POLICYQUALINFO_delete_ptr(sk, ptr) ((POLICYQUALINFO
*)OPENSSL_sk_delete_ptr(ossl_check_POLICYQUALINFO_sk_type(sk),
ossl_check_POLICYQUALINFO_type(ptr)))
#define sk_POLICYQUALINFO_push(sk, ptr) OPENSSL_sk_push(ossl_check_POLICYQUALINFO_sk_type(sk),
```

```
ossl_check_POLICYQUALINFO_type(ptr))
#define sk_POLICYQUALINFO_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_POLICYQUALINFO_sk_type(sk), ossl_check_POLICYQUALINFO_type(ptr))
#define sk_POLICYQUALINFO_pop(sk) ((POLICYQUALINFO
*)OPENSSL_sk_pop(ossl_check_POLICYQUALINFO_sk_type(sk)))
#define sk_POLICYQUALINFO_shift(sk) ((POLICYQUALINFO
*)OPENSSL_sk_shift(ossl_check_POLICYQUALINFO_sk_type(sk)))
#define sk_POLICYQUALINFO_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_POLICYQUALINFO_sk_type(sk),ossl_check_POLICYQUALINFO_freefunc
_type(freefunc))
#define
 sk_POLICYQUALINFO_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_POLICYQUALINFO_sk_type(sk),
ossl_check_POLICYQUALINFO_type(ptr), (idx))
#define sk_POLICYQUALINFO_set(sk, idx, ptr) ((POLICYQUALINFO
*)OPENSSL_sk_set(ossl_check_POLICYQUALINFO_sk_type(sk), (idx),
ossl_check_POLICYQUALINFO_type(ptr)))
#define sk_POLICYQUALINFO_find(sk, ptr) OPENSSL_sk_find(ossl_check_POLICYQUALINFO_sk_type(sk),
ossl_check_POLICYQUALINFO_type(ptr))
#define sk_POLICYQUALINFO_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_POLICYQUALINFO_sk_type(sk),
ossl_check_POLICYQUALINFO_type(ptr))
#define sk_POLICYQUALINFO_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_POLICYQUALINFO_sk_type(sk), ossl_check_POLICYQUALINFO_type(ptr),
pnum)
#define sk_POLICYQUALINFO_sort(sk) OPENSSL_sk_sort(ossl_check_POLICYQUALINFO_sk_type(sk))
#define sk_POLICYQUALINFO_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_POLICYQUALINFO_sk_type(sk))
#define sk_POLICYQUALINFO_dup(sk) ((STACK_OF(POLICYQUALINFO)
 *)OPENSSL_sk_dup(ossl_check_const_POLICYQUALINFO_sk_type(sk)))
#define sk_POLICYQUALINFO_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(POLICYQUALINFO)
*)OPENSSL_sk_deep_copy(ossl_check_const_POLICYQUALINFO_sk_type(sk),
ossl_check_POLICYQUALINFO_copyfunc_type(copyfunc),
ossl_check_POLICYQUALINFO_freefunc_type(freefunc)))
#define sk_POLICYQUALINFO_set_cmp_func(sk, cmp)
((sk_POLICYQUALINFO_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_POLICYQUALINFO_sk_type(sk),
ossl_check_POLICYQUALINFO_compfunc_type(cmp)))



typedef struct POLICYINFO_st {
  ASN1_OBJECT *policyid;
  STACK_OF(POLICYQUALINFO) *qualifiers;
} POLICYINFO;

SKM_DEFINE_STACK_OF_INTERNAL(POLICYINFO, POLICYINFO, POLICYINFO)
#define sk_POLICYINFO_num(sk) OPENSSL_sk_num(ossl_check_const_POLICYINFO_sk_type(sk))
#define sk_POLICYINFO_value(sk, idx) ((POLICYINFO
*)OPENSSL_sk_value(ossl_check_const_POLICYINFO_sk_type(sk), (idx)))
```

```
#define sk_POLICYINFO_new(cmp) ((STACK_OF(POLICYINFO)
*)OPENSSL_sk_new(ossl_check_POLICYINFO_compfunc_type(cmp)))
#define
 sk_POLICYINFO_new_null() ((STACK_OF(POLICYINFO) *)OPENSSL_sk_new_null())
#define sk_POLICYINFO_new_reserve(cmp, n) ((STACK_OF(POLICYINFO)
*)OPENSSL_sk_new_reserve(ossl_check_POLICYINFO_compfunc_type(cmp), (n)))
#define sk_POLICYINFO_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_POLICYINFO_sk_type(sk), (n))
#define sk_POLICYINFO_free(sk) OPENSSL_sk_free(ossl_check_POLICYINFO_sk_type(sk))
#define sk_POLICYINFO_zero(sk) OPENSSL_sk_zero(ossl_check_POLICYINFO_sk_type(sk))
#define sk_POLICYINFO_delete(sk, i) ((POLICYINFO
*)OPENSSL_sk_delete(ossl_check_POLICYINFO_sk_type(sk), (i)))
#define sk_POLICYINFO_delete_ptr(sk, ptr) ((POLICYINFO
*)OPENSSL_sk_delete_ptr(ossl_check_POLICYINFO_sk_type(sk), ossl_check_POLICYINFO_type(ptr)))
#define sk_POLICYINFO_push(sk, ptr) OPENSSL_sk_push(ossl_check_POLICYINFO_sk_type(sk),
ossl_check_POLICYINFO_type(ptr))
#define sk_POLICYINFO_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_POLICYINFO_sk_type(sk),
ossl_check_POLICYINFO_type(ptr))
#define
 sk_POLICYINFO_pop(sk) ((POLICYINFO *)OPENSSL_sk_pop(ossl_check_POLICYINFO_sk_type(sk)))
#define sk_POLICYINFO_shift(sk) ((POLICYINFO
*)OPENSSL_sk_shift(ossl_check_POLICYINFO_sk_type(sk)))
#define sk_POLICYINFO_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_POLICYINFO_sk_type(sk),ossl_check_POLICYINFO_freefunc_type(freefun
c))
#define sk_POLICYINFO_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_POLICYINFO_sk_type(sk),
ossl_check_POLICYINFO_type(ptr), (idx))
#define sk_POLICYINFO_set(sk, idx, ptr) ((POLICYINFO
*)OPENSSL_sk_set(ossl_check_POLICYINFO_sk_type(sk), (idx), ossl_check_POLICYINFO_type(ptr)))
#define sk_POLICYINFO_find(sk, ptr) OPENSSL_sk_find(ossl_check_POLICYINFO_sk_type(sk),
ossl_check_POLICYINFO_type(ptr))
#define sk_POLICYINFO_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_POLICYINFO_sk_type(sk),
ossl_check_POLICYINFO_type(ptr))
#define sk_POLICYINFO_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_POLICYINFO_sk_type(sk),
ossl_check_POLICYINFO_type(ptr),
 pnum)
#define sk_POLICYINFO_sort(sk) OPENSSL_sk_sort(ossl_check_POLICYINFO_sk_type(sk))
#define sk_POLICYINFO_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_POLICYINFO_sk_type(sk))
#define sk_POLICYINFO_dup(sk) ((STACK_OF(POLICYINFO)
*)OPENSSL_sk_dup(ossl_check_const_POLICYINFO_sk_type(sk)))
#define sk_POLICYINFO_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(POLICYINFO)
*)OPENSSL_sk_deep_copy(ossl_check_const_POLICYINFO_sk_type(sk),
ossl_check_POLICYINFO_copyfunc_type(copyfunc), ossl_check_POLICYINFO_freefunc_type(freefunc)))
#define sk_POLICYINFO_set_cmp_func(sk, cmp)
((sk_POLICYINFO_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_POLICYINFO_sk_type(sk),
ossl_check_POLICYINFO_compfunc_type(cmp)))


typedef STACK_OF(POLICYINFO) CERTIFICATEPOLICIES;
```

```
typedef struct POLICY_MAPPING_st {
  ASN1_OBJECT *issuerDomainPolicy;
  ASN1_OBJECT *subjectDomainPolicy;
} POLICY_MAPPING;

SKM_DEFINE_STACK_OF_INTERNAL(POLICY_MAPPING, POLICY_MAPPING, POLICY_MAPPING)
#define sk_POLICY_MAPPING_num(sk)
 OPENSSL_sk_num(ossl_check_const_POLICY_MAPPING_sk_type(sk))
#define sk_POLICY_MAPPING_value(sk, idx) ((POLICY_MAPPING
*)OPENSSL_sk_value(ossl_check_const_POLICY_MAPPING_sk_type(sk), (idx)))
#define sk_POLICY_MAPPING_new(cmp) ((STACK_OF(POLICY_MAPPING)
*)OPENSSL_sk_new(ossl_check_POLICY_MAPPING_compfunc_type(cmp)))
#define sk_POLICY_MAPPING_new_null() ((STACK_OF(POLICY_MAPPING) *)OPENSSL_sk_new_null())
#define sk_POLICY_MAPPING_new_reserve(cmp, n) ((STACK_OF(POLICY_MAPPING)
*)OPENSSL_sk_new_reserve(ossl_check_POLICY_MAPPING_compfunc_type(cmp), (n)))
#define sk_POLICY_MAPPING_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_POLICY_MAPPING_sk_type(sk), (n))
#define sk_POLICY_MAPPING_free(sk) OPENSSL_sk_free(ossl_check_POLICY_MAPPING_sk_type(sk))
#define sk_POLICY_MAPPING_zero(sk) OPENSSL_sk_zero(ossl_check_POLICY_MAPPING_sk_type(sk))
#define sk_POLICY_MAPPING_delete(sk, i) ((POLICY_MAPPING
*)OPENSSL_sk_delete(ossl_check_POLICY_MAPPING_sk_type(sk), (i)))
#define sk_POLICY_MAPPING_delete_ptr(sk,
 ptr) ((POLICY_MAPPING *)OPENSSL_sk_delete_ptr(ossl_check_POLICY_MAPPING_sk_type(sk),
ossl_check_POLICY_MAPPING_type(ptr)))
#define sk_POLICY_MAPPING_push(sk, ptr) OPENSSL_sk_push(ossl_check_POLICY_MAPPING_sk_type(sk),
ossl_check_POLICY_MAPPING_type(ptr))
#define sk_POLICY_MAPPING_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_POLICY_MAPPING_sk_type(sk), ossl_check_POLICY_MAPPING_type(ptr))
#define sk_POLICY_MAPPING_pop(sk) ((POLICY_MAPPING
*)OPENSSL_sk_pop(ossl_check_POLICY_MAPPING_sk_type(sk)))
#define sk_POLICY_MAPPING_shift(sk) ((POLICY_MAPPING
*)OPENSSL_sk_shift(ossl_check_POLICY_MAPPING_sk_type(sk)))
#define sk_POLICY_MAPPING_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_POLICY_MAPPING_sk_type(sk),ossl_check_POLICY_MAPPING_freefunc
_type(freefunc))
#define sk_POLICY_MAPPING_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_POLICY_MAPPING_sk_type(sk), ossl_check_POLICY_MAPPING_type(ptr),
(idx))
#define sk_POLICY_MAPPING_set(sk, idx, ptr) ((POLICY_MAPPING
*)OPENSSL_sk_set(ossl_check_POLICY_MAPPING_sk_type(sk),
 (idx), ossl_check_POLICY_MAPPING_type(ptr)))
#define sk_POLICY_MAPPING_find(sk, ptr) OPENSSL_sk_find(ossl_check_POLICY_MAPPING_sk_type(sk),
ossl_check_POLICY_MAPPING_type(ptr))
#define sk_POLICY_MAPPING_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_POLICY_MAPPING_sk_type(sk), ossl_check_POLICY_MAPPING_type(ptr))
#define sk_POLICY_MAPPING_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_POLICY_MAPPING_sk_type(sk), ossl_check_POLICY_MAPPING_type(ptr),
```

```
pnum)
#define sk_POLICY_MAPPING_sort(sk) OPENSSL_sk_sort(ossl_check_POLICY_MAPPING_sk_type(sk))
#define sk_POLICY_MAPPING_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_POLICY_MAPPING_sk_type(sk))
#define sk_POLICY_MAPPING_dup(sk) ((STACK_OF(POLICY_MAPPING)
*)OPENSSL_sk_dup(ossl_check_const_POLICY_MAPPING_sk_type(sk)))
#define sk_POLICY_MAPPING_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(POLICY_MAPPING)
*)OPENSSL_sk_deep_copy(ossl_check_const_POLICY_MAPPING_sk_type(sk),
ossl_check_POLICY_MAPPING_copyfunc_type(copyfunc),
 ossl_check_POLICY_MAPPING_freefunc_type(freefunc)))
#define sk_POLICY_MAPPING_set_cmp_func(sk, cmp)
((sk_POLICY_MAPPING_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_POLICY_MAPPING_sk_type(sk),
ossl_check_POLICY_MAPPING_compfunc_type(cmp)))


typedef STACK_OF(POLICY_MAPPING) POLICY_MAPPINGS;

typedef struct GENERAL_SUBTREE_st {
  GENERAL_NAME *base;
  ASN1_INTEGER *minimum;
  ASN1_INTEGER *maximum;
} GENERAL_SUBTREE;

SKM_DEFINE_STACK_OF_INTERNAL(GENERAL_SUBTREE, GENERAL_SUBTREE,
GENERAL_SUBTREE)
#define sk_GENERAL_SUBTREE_num(sk)
OPENSSL_sk_num(ossl_check_const_GENERAL_SUBTREE_sk_type(sk))
#define sk_GENERAL_SUBTREE_value(sk, idx) ((GENERAL_SUBTREE
*)OPENSSL_sk_value(ossl_check_const_GENERAL_SUBTREE_sk_type(sk), (idx)))
#define sk_GENERAL_SUBTREE_new(cmp) ((STACK_OF(GENERAL_SUBTREE)
*)OPENSSL_sk_new(ossl_check_GENERAL_SUBTREE_compfunc_type(cmp)))
#define sk_GENERAL_SUBTREE_new_null() ((STACK_OF(GENERAL_SUBTREE)
*)OPENSSL_sk_new_null())
#define
 sk_GENERAL_SUBTREE_new_reserve(cmp, n) ((STACK_OF(GENERAL_SUBTREE)
*)OPENSSL_sk_new_reserve(ossl_check_GENERAL_SUBTREE_compfunc_type(cmp), (n)))
#define sk_GENERAL_SUBTREE_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_GENERAL_SUBTREE_sk_type(sk), (n))
#define sk_GENERAL_SUBTREE_free(sk) OPENSSL_sk_free(ossl_check_GENERAL_SUBTREE_sk_type(sk))
#define sk_GENERAL_SUBTREE_zero(sk) OPENSSL_sk_zero(ossl_check_GENERAL_SUBTREE_sk_type(sk))
#define sk_GENERAL_SUBTREE_delete(sk, i) ((GENERAL_SUBTREE
*)OPENSSL_sk_delete(ossl_check_GENERAL_SUBTREE_sk_type(sk), (i)))
#define sk_GENERAL_SUBTREE_delete_ptr(sk, ptr) ((GENERAL_SUBTREE
*)OPENSSL_sk_delete_ptr(ossl_check_GENERAL_SUBTREE_sk_type(sk),
ossl_check_GENERAL_SUBTREE_type(ptr)))
#define sk_GENERAL_SUBTREE_push(sk, ptr)
OPENSSL_sk_push(ossl_check_GENERAL_SUBTREE_sk_type(sk),
ossl_check_GENERAL_SUBTREE_type(ptr))
```

```
#define sk_GENERAL_SUBTREE_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_GENERAL_SUBTREE_sk_type(sk),
ossl_check_GENERAL_SUBTREE_type(ptr))
#define
 sk_GENERAL_SUBTREE_pop(sk) ((GENERAL_SUBTREE
*)OPENSSL_sk_pop(ossl_check_GENERAL_SUBTREE_sk_type(sk)))
#define sk_GENERAL_SUBTREE_shift(sk) ((GENERAL_SUBTREE
*)OPENSSL_sk_shift(ossl_check_GENERAL_SUBTREE_sk_type(sk)))
#define sk_GENERAL_SUBTREE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_GENERAL_SUBTREE_sk_type(sk),ossl_check_GENERAL_SUBTREE_free
func_type(freefunc))
#define sk_GENERAL_SUBTREE_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_GENERAL_SUBTREE_sk_type(sk),
ossl_check_GENERAL_SUBTREE_type(ptr), (idx))
#define sk_GENERAL_SUBTREE_set(sk, idx, ptr) ((GENERAL_SUBTREE
*)OPENSSL_sk_set(ossl_check_GENERAL_SUBTREE_sk_type(sk), (idx),
ossl_check_GENERAL_SUBTREE_type(ptr)))
#define sk_GENERAL_SUBTREE_find(sk, ptr)
OPENSSL_sk_find(ossl_check_GENERAL_SUBTREE_sk_type(sk),
ossl_check_GENERAL_SUBTREE_type(ptr))
#define sk_GENERAL_SUBTREE_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_GENERAL_SUBTREE_sk_type(sk),
ossl_check_GENERAL_SUBTREE_type(ptr))
#define sk_GENERAL_SUBTREE_find_all(sk,
 ptr, pnum) OPENSSL_sk_find_all(ossl_check_GENERAL_SUBTREE_sk_type(sk),
ossl_check_GENERAL_SUBTREE_type(ptr), pnum)
#define sk_GENERAL_SUBTREE_sort(sk) OPENSSL_sk_sort(ossl_check_GENERAL_SUBTREE_sk_type(sk))
#define sk_GENERAL_SUBTREE_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_GENERAL_SUBTREE_sk_type(sk))
#define sk_GENERAL_SUBTREE_dup(sk) ((STACK_OF(GENERAL_SUBTREE)
*)OPENSSL_sk_dup(ossl_check_const_GENERAL_SUBTREE_sk_type(sk)))
#define sk_GENERAL_SUBTREE_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(GENERAL_SUBTREE)
*)OPENSSL_sk_deep_copy(ossl_check_const_GENERAL_SUBTREE_sk_type(sk),
ossl_check_GENERAL_SUBTREE_copyfunc_type(copyfunc),
ossl_check_GENERAL_SUBTREE_freefunc_type(freefunc)))
#define sk_GENERAL_SUBTREE_set_cmp_func(sk, cmp)
((sk_GENERAL_SUBTREE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_GENERAL_SUBTREE_sk_type
(sk), ossl_check_GENERAL_SUBTREE_compfunc_type(cmp)))


struct NAME_CONSTRAINTS_st {
  STACK_OF(GENERAL_SUBTREE) *permittedSubtrees;
   STACK_OF(GENERAL_SUBTREE) *excludedSubtrees;
};

typedef struct POLICY_CONSTRAINTS_st {
  ASN1_INTEGER *requireExplicitPolicy;
  ASN1_INTEGER *inhibitPolicyMapping;
```

```
} POLICY_CONSTRAINTS;

/* Proxy certificate structures, see RFC 3820 */
typedef struct PROXY_POLICY_st {
  ASN1_OBJECT *policyLanguage;
  ASN1_OCTET_STRING *policy;
} PROXY_POLICY;

typedef struct PROXY_CERT_INFO_EXTENSION_st {
  ASN1_INTEGER *pcPathLengthConstraint;
  PROXY_POLICY *proxyPolicy;
} PROXY_CERT_INFO_EXTENSION;

DECLARE_ASN1_FUNCTIONS(PROXY_POLICY)
DECLARE_ASN1_FUNCTIONS(PROXY_CERT_INFO_EXTENSION)

struct ISSUING_DIST_POINT_st {
  DIST_POINT_NAME *distpoint;
  int onlyuser;
  int onlyCA;
  ASN1_BIT_STRING *onlysomereasons;
  int indirectCRL;
  int onlyattr;
};

/* Values in idp_flags field */
/* IDP present */
# define IDP_PRESENT     0x1
/* IDP values inconsistent */
# define IDP_INVALID     0x2
/* onlyuser true */
# define IDP_ONLYUSER    0x4
/* onlyCA true */
# define IDP_ONLYCA
     0x8
/* onlyattr true */
# define IDP_ONLYATTR    0x10
/* indirectCRL true */
# define IDP_INDIRECT    0x20
/* onlysomereasons present */
# define IDP_REASONS     0x40

# define X509V3_conf_err(val) ERR_add_error_data(6, \
                    "section:", (val)->section, \
                    ",name:", (val)->name, ",value:", (val)->value)

# define X509V3_set_ctx_test(ctx) \
  X509V3_set_ctx(ctx, NULL, NULL, NULL, NULL, X509V3_CTX_TEST)
```

```
# define X509V3_set_ctx_nodb(ctx) (ctx)->db = NULL;

# define EXT_BITSTRING(nid, table) { nid, 0, ASN1_ITEM_ref(ASN1_BIT_STRING), \
                0,0,0,0, \
                0,0, \
                (X509V3_EXT_I2V)i2v_ASN1_BIT_STRING, \
                (X509V3_EXT_V2I)v2i_ASN1_BIT_STRING, \
                NULL, NULL, \
                table}

# define EXT_IA5STRING(nid) { nid, 0, ASN1_ITEM_ref(ASN1_IA5STRING), \
                0,0,0,0, \
                (X509V3_EXT_I2S)i2s_ASN1_IA5STRING,
 \
                (X509V3_EXT_S2I)s2i_ASN1_IA5STRING, \
                0,0,0,0, \
                NULL}

#define EXT_UTF8STRING(nid) { nid, 0, ASN1_ITEM_ref(ASN1_UTF8STRING), \
                0,0,0,0, \
                (X509V3_EXT_I2S)i2s_ASN1_UTF8STRING, \
                (X509V3_EXT_S2I)s2i_ASN1_UTF8STRING, \
                0,0,0,0, \
                NULL}

# define EXT_END { -1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0}

/* X509_PURPOSE stuff */

# define EXFLAG_BCONS           0x1
# define EXFLAG_KUSAGE          0x2
# define EXFLAG_XKUSAGE         0x4
# define EXFLAG_NSCERT          0x8

# define EXFLAG_CA              0x10
# define EXFLAG_SI              0x20 /* self-issued, maybe not self-signed */
# define EXFLAG_V1              0x40
# define EXFLAG_INVALID         0x80
/* EXFLAG_SET is set to indicate that some values have been precomputed */
# define EXFLAG_SET             0x100
# define
 EXFLAG_CRITICAL        0x200
# define EXFLAG_PROXY           0x400

# define EXFLAG_INVALID_POLICY   0x800
# define EXFLAG_FRESHEST        0x1000
# define EXFLAG_SS              0x2000 /* cert is apparently self-signed */
```

```
# define EXFLAG_BCONS_CRITICAL   0x10000
# define EXFLAG_AKID_CRITICAL    0x20000
# define EXFLAG_SKID_CRITICAL    0x40000
# define EXFLAG_SAN_CRITICAL     0x80000
# define EXFLAG_NO_FINGERPRINT   0x100000

# define KU_DIGITAL_SIGNATURE    0x0080
# define KU_NON_REPUDIATION      0x0040
# define KU_KEY_ENCIPHERMENT     0x0020
# define KU_DATA_ENCIPHERMENT    0x0010
# define KU_KEY_AGREEMENT        0x0008
# define KU_KEY_CERT_SIGN        0x0004
# define KU_CRL_SIGN             0x0002
# define KU_ENCIPHER_ONLY        0x0001
# define KU_DECIPHER_ONLY        0x8000

# define NS_SSL_CLIENT           0x80
# define NS_SSL_SERVER           0x40
# define NS_SMIME                0x20
# define NS_OBJSIGN              0x10
# define NS_SSL_CA               0x04
# define NS_SMIME_CA
          0x02
# define NS_OBJSIGN_CA           0x01
# define NS_ANY_CA               (NS_SSL_CA|NS_SMIME_CA|NS_OBJSIGN_CA)

# define XKU_SSL_SERVER          0x1
# define XKU_SSL_CLIENT          0x2
# define XKU_SMIME               0x4
# define XKU_CODE_SIGN           0x8
# define XKU_SGC                 0x10 /* Netscape or MS Server-Gated Crypto */
# define XKU_OCSP_SIGN           0x20
# define XKU_TIMESTAMP           0x40
# define XKU_DVCS                0x80
# define XKU_ANYEKU              0x100

# define X509_PURPOSE_DYNAMIC    0x1
# define X509_PURPOSE_DYNAMIC_NAME       0x2

typedef struct x509_purpose_st {
  int purpose;
  int trust;                /* Default trust ID */
  int flags;
  int (*check_purpose) (const struct x509_purpose_st *, const X509 *, int);
  char *name;
  char *sname;
  void *usr_data;
} X509_PURPOSE;
```

```
SKM_DEFINE_STACK_OF_INTERNAL(X509_PURPOSE, X509_PURPOSE, X509_PURPOSE)
#define sk_X509_PURPOSE_num(sk) OPENSSL_sk_num(ossl_check_const_X509_PURPOSE_sk_type(sk))
#define
 sk_X509_PURPOSE_value(sk, idx) ((X509_PURPOSE
*)OPENSSL_sk_value(ossl_check_const_X509_PURPOSE_sk_type(sk), (idx)))
#define sk_X509_PURPOSE_new(cmp) ((STACK_OF(X509_PURPOSE)
*)OPENSSL_sk_new(ossl_check_X509_PURPOSE_compfunc_type(cmp)))
#define sk_X509_PURPOSE_new_null() ((STACK_OF(X509_PURPOSE) *)OPENSSL_sk_new_null())
#define sk_X509_PURPOSE_new_reserve(cmp, n) ((STACK_OF(X509_PURPOSE)
*)OPENSSL_sk_new_reserve(ossl_check_X509_PURPOSE_compfunc_type(cmp), (n)))
#define sk_X509_PURPOSE_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_X509_PURPOSE_sk_type(sk), (n))
#define sk_X509_PURPOSE_free(sk) OPENSSL_sk_free(ossl_check_X509_PURPOSE_sk_type(sk))
#define sk_X509_PURPOSE_zero(sk) OPENSSL_sk_zero(ossl_check_X509_PURPOSE_sk_type(sk))
#define sk_X509_PURPOSE_delete(sk, i) ((X509_PURPOSE
*)OPENSSL_sk_delete(ossl_check_X509_PURPOSE_sk_type(sk), (i)))
#define sk_X509_PURPOSE_delete_ptr(sk, ptr) ((X509_PURPOSE
*)OPENSSL_sk_delete_ptr(ossl_check_X509_PURPOSE_sk_type(sk),
 ossl_check_X509_PURPOSE_type(ptr)))
#define sk_X509_PURPOSE_push(sk, ptr) OPENSSL_sk_push(ossl_check_X509_PURPOSE_sk_type(sk),
ossl_check_X509_PURPOSE_type(ptr))
#define sk_X509_PURPOSE_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_X509_PURPOSE_sk_type(sk),
ossl_check_X509_PURPOSE_type(ptr))
#define sk_X509_PURPOSE_pop(sk) ((X509_PURPOSE
*)OPENSSL_sk_pop(ossl_check_X509_PURPOSE_sk_type(sk)))
#define sk_X509_PURPOSE_shift(sk) ((X509_PURPOSE
*)OPENSSL_sk_shift(ossl_check_X509_PURPOSE_sk_type(sk)))
#define sk_X509_PURPOSE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_PURPOSE_sk_type(sk),ossl_check_X509_PURPOSE_freefunc_type(fr
eefunc))
#define sk_X509_PURPOSE_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_X509_PURPOSE_sk_type(sk),
ossl_check_X509_PURPOSE_type(ptr), (idx))
#define sk_X509_PURPOSE_set(sk, idx, ptr) ((X509_PURPOSE
*)OPENSSL_sk_set(ossl_check_X509_PURPOSE_sk_type(sk), (idx), ossl_check_X509_PURPOSE_type(ptr)))
#define sk_X509_PURPOSE_find(sk, ptr) OPENSSL_sk_find(ossl_check_X509_PURPOSE_sk_type(sk),
 ossl_check_X509_PURPOSE_type(ptr))
#define sk_X509_PURPOSE_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_X509_PURPOSE_sk_type(sk),
ossl_check_X509_PURPOSE_type(ptr))
#define sk_X509_PURPOSE_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_X509_PURPOSE_sk_type(sk), ossl_check_X509_PURPOSE_type(ptr), pnum)
#define sk_X509_PURPOSE_sort(sk) OPENSSL_sk_sort(ossl_check_X509_PURPOSE_sk_type(sk))
#define sk_X509_PURPOSE_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_X509_PURPOSE_sk_type(sk))
#define sk_X509_PURPOSE_dup(sk) ((STACK_OF(X509_PURPOSE)
*)OPENSSL_sk_dup(ossl_check_const_X509_PURPOSE_sk_type(sk)))
#define sk_X509_PURPOSE_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_PURPOSE)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_PURPOSE_sk_type(sk),
ossl_check_X509_PURPOSE_copyfunc_type(copyfunc), ossl_check_X509_PURPOSE_freefunc_type(freefunc)))
```

```
#define sk_X509_PURPOSE_set_cmp_func(sk, cmp)
((sk_X509_PURPOSE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_PURPOSE_sk_type(sk),
 ossl_check_X509_PURPOSE_compfunc_type(cmp)))



# define X509_PURPOSE_SSL_CLIENT        1
# define X509_PURPOSE_SSL_SERVER        2
# define X509_PURPOSE_NS_SSL_SERVER     3
# define X509_PURPOSE_SMIME_SIGN        4
# define X509_PURPOSE_SMIME_ENCRYPT     5
# define X509_PURPOSE_CRL_SIGN          6
# define X509_PURPOSE_ANY               7
# define X509_PURPOSE_OCSP_HELPER       8
# define X509_PURPOSE_TIMESTAMP_SIGN    9

# define X509_PURPOSE_MIN               1
# define X509_PURPOSE_MAX               9

/* Flags for X509V3_EXT_print() */

# define X509V3_EXT_UNKNOWN_MASK        (0xfL << 16)
/* Return error for unknown extensions */
# define X509V3_EXT_DEFAULT             0
/* Print error for unknown extensions */
# define X509V3_EXT_ERROR_UNKNOWN       (1L << 16)
/* ASN1 parse unknown extensions */
# define X509V3_EXT_PARSE_UNKNOWN       (2L << 16)
/* BIO_dump unknown extensions */
# define X509V3_EXT_DUMP_UNKNOWN
      (3L << 16)

/* Flags for X509V3_add1_i2d */

# define X509V3_ADD_OP_MASK             0xfL
# define X509V3_ADD_DEFAULT             0L
# define X509V3_ADD_APPEND              1L
# define X509V3_ADD_REPLACE             2L
# define X509V3_ADD_REPLACE_EXISTING    3L
# define X509V3_ADD_KEEP_EXISTING       4L
# define X509V3_ADD_DELETE              5L
# define X509V3_ADD_SILENT              0x10

DECLARE_ASN1_FUNCTIONS(BASIC_CONSTRAINTS)

DECLARE_ASN1_FUNCTIONS(SXNET)
DECLARE_ASN1_FUNCTIONS(SXNETID)
```

```
DECLARE_ASN1_FUNCTIONS(ISSUER_SIGN_TOOL)

int SXNET_add_id_asc(SXNET **psx, const char *zone, const char *user, int userlen);
int SXNET_add_id_ulong(SXNET **psx, unsigned long lzone, const char *user,
                       int userlen);
int SXNET_add_id_INTEGER(SXNET **psx, ASN1_INTEGER *izone, const char *user,
                         int userlen);

ASN1_OCTET_STRING *SXNET_get_id_asc(SXNET *sx, const char *zone);
ASN1_OCTET_STRING *SXNET_get_id_ulong(SXNET *sx, unsigned long lzone);
ASN1_OCTET_STRING
 *SXNET_get_id_INTEGER(SXNET *sx, ASN1_INTEGER *zone);

DECLARE_ASN1_FUNCTIONS(AUTHORITY_KEYID)

DECLARE_ASN1_FUNCTIONS(PKEY_USAGE_PERIOD)

DECLARE_ASN1_FUNCTIONS(GENERAL_NAME)
DECLARE_ASN1_DUP_FUNCTION(GENERAL_NAME)
int GENERAL_NAME_cmp(GENERAL_NAME *a, GENERAL_NAME *b);

ASN1_BIT_STRING *v2i_ASN1_BIT_STRING(X509V3_EXT_METHOD *method,
                                     X509V3_CTX *ctx,
                                     STACK_OF(CONF_VALUE) *nval);
STACK_OF(CONF_VALUE) *i2v_ASN1_BIT_STRING(X509V3_EXT_METHOD *method,
                                          ASN1_BIT_STRING *bits,
                                          STACK_OF(CONF_VALUE) *extlist);
char *i2s_ASN1_IA5STRING(X509V3_EXT_METHOD *method, ASN1_IA5STRING *ia5);
ASN1_IA5STRING *s2i_ASN1_IA5STRING(X509V3_EXT_METHOD *method,
                                   X509V3_CTX *ctx, const char *str);
char *i2s_ASN1_UTF8STRING(X509V3_EXT_METHOD *method, ASN1_UTF8STRING *utf8);
ASN1_UTF8STRING *s2i_ASN1_UTF8STRING(X509V3_EXT_METHOD
 *method,
                                     X509V3_CTX *ctx, const char *str);

STACK_OF(CONF_VALUE) *i2v_GENERAL_NAME(X509V3_EXT_METHOD *method,
                                       GENERAL_NAME *gen,
                                       STACK_OF(CONF_VALUE) *ret);
int GENERAL_NAME_print(BIO *out, GENERAL_NAME *gen);

DECLARE_ASN1_FUNCTIONS(GENERAL_NAMES)

STACK_OF(CONF_VALUE) *i2v_GENERAL_NAMES(X509V3_EXT_METHOD *method,
                                        GENERAL_NAMES *gen,
                                        STACK_OF(CONF_VALUE) *extlist);
GENERAL_NAMES *v2i_GENERAL_NAMES(const X509V3_EXT_METHOD *method,
                                 X509V3_CTX *ctx, STACK_OF(CONF_VALUE) *nval);
```

```
DECLARE_ASN1_FUNCTIONS(OTHERNAME)
DECLARE_ASN1_FUNCTIONS(EDIPARTYNAME)
int OTHERNAME_cmp(OTHERNAME *a, OTHERNAME *b);
void GENERAL_NAME_set0_value(GENERAL_NAME *a, int type, void *value);
void *GENERAL_NAME_get0_value(const GENERAL_NAME *a, int *ptype);
int GENERAL_NAME_set0_othername(GENERAL_NAME
 *gen,
                        ASN1_OBJECT *oid, ASN1_TYPE *value);
int GENERAL_NAME_get0_otherName(const GENERAL_NAME *gen,
                        ASN1_OBJECT **poid, ASN1_TYPE **pvalue);

char *i2s_ASN1_OCTET_STRING(X509V3_EXT_METHOD *method,
                    const ASN1_OCTET_STRING *ia5);
ASN1_OCTET_STRING *s2i_ASN1_OCTET_STRING(X509V3_EXT_METHOD *method,
                            X509V3_CTX *ctx, const char *str);

DECLARE_ASN1_FUNCTIONS(EXTENDED_KEY_USAGE)
int i2a_ACCESS_DESCRIPTION(BIO *bp, const ACCESS_DESCRIPTION *a);

DECLARE_ASN1_ALLOC_FUNCTIONS(TLS_FEATURE)

DECLARE_ASN1_FUNCTIONS(CERTIFICATEPOLICIES)
DECLARE_ASN1_FUNCTIONS(POLICYINFO)
DECLARE_ASN1_FUNCTIONS(POLICYQUALINFO)
DECLARE_ASN1_FUNCTIONS(USERNOTICE)
DECLARE_ASN1_FUNCTIONS(NOTICEREF)

DECLARE_ASN1_FUNCTIONS(CRL_DIST_POINTS)
DECLARE_ASN1_FUNCTIONS(DIST_POINT)
DECLARE_ASN1_FUNCTIONS(DIST_POINT_NAME)
DECLARE_ASN1_FUNCTIONS(ISSUING_DIST_POINT)

int
 DIST_POINT_set_dpname(DIST_POINT_NAME *dpn, const X509_NAME *iname);

int NAME_CONSTRAINTS_check(X509 *x, NAME_CONSTRAINTS *nc);
int NAME_CONSTRAINTS_check_CN(X509 *x, NAME_CONSTRAINTS *nc);

DECLARE_ASN1_FUNCTIONS(ACCESS_DESCRIPTION)
DECLARE_ASN1_FUNCTIONS(AUTHORITY_INFO_ACCESS)

DECLARE_ASN1_ITEM(POLICY_MAPPING)
DECLARE_ASN1_ALLOC_FUNCTIONS(POLICY_MAPPING)
DECLARE_ASN1_ITEM(POLICY_MAPPINGS)

DECLARE_ASN1_ITEM(GENERAL_SUBTREE)
DECLARE_ASN1_ALLOC_FUNCTIONS(GENERAL_SUBTREE)
```

```
DECLARE_ASN1_ITEM(NAME_CONSTRAINTS)
DECLARE_ASN1_ALLOC_FUNCTIONS(NAME_CONSTRAINTS)

DECLARE_ASN1_ALLOC_FUNCTIONS(POLICY_CONSTRAINTS)
DECLARE_ASN1_ITEM(POLICY_CONSTRAINTS)

GENERAL_NAME *a2i_GENERAL_NAME(GENERAL_NAME *out,
                    const X509V3_EXT_METHOD *method,
                    X509V3_CTX *ctx, int gen_type,
                    const char *value, int is_nc);

# ifdef OPENSSL_CONF_H
GENERAL_NAME *v2i_GENERAL_NAME(const X509V3_EXT_METHOD *method,

          X509V3_CTX *ctx, CONF_VALUE *cnf);
GENERAL_NAME *v2i_GENERAL_NAME_ex(GENERAL_NAME *out,
                      const X509V3_EXT_METHOD *method,
                      X509V3_CTX *ctx, CONF_VALUE *cnf,
                      int is_nc);

void X509V3_conf_free(CONF_VALUE *val);

X509_EXTENSION *X509V3_EXT_nconf_nid(CONF *conf, X509V3_CTX *ctx, int ext_nid,
                        const char *value);
X509_EXTENSION *X509V3_EXT_nconf(CONF *conf, X509V3_CTX *ctx, const char *name,
                     const char *value);
int X509V3_EXT_add_nconf_sk(CONF *conf, X509V3_CTX *ctx, const char *section,
                   STACK_OF(X509_EXTENSION) **sk);
int X509V3_EXT_add_nconf(CONF *conf, X509V3_CTX *ctx, const char *section,
                  X509 *cert);
int X509V3_EXT_REQ_add_nconf(CONF *conf, X509V3_CTX *ctx, const char *section,
                    X509_REQ *req);
int X509V3_EXT_CRL_add_nconf(CONF
 *conf, X509V3_CTX *ctx, const char *section,
                    X509_CRL *crl);

X509_EXTENSION *X509V3_EXT_conf_nid(LHASH_OF(CONF_VALUE) *conf,
                        X509V3_CTX *ctx, int ext_nid,
                        const char *value);
X509_EXTENSION *X509V3_EXT_conf(LHASH_OF(CONF_VALUE) *conf, X509V3_CTX *ctx,
                     const char *name, const char *value);
int X509V3_EXT_add_conf(LHASH_OF(CONF_VALUE) *conf, X509V3_CTX *ctx,
                 const char *section, X509 *cert);
int X509V3_EXT_REQ_add_conf(LHASH_OF(CONF_VALUE) *conf, X509V3_CTX *ctx,
                   const char *section, X509_REQ *req);
int X509V3_EXT_CRL_add_conf(LHASH_OF(CONF_VALUE) *conf, X509V3_CTX *ctx,
                   const char *section, X509_CRL *crl);
```

```
int X509V3_add_value_bool_nf(const char *name, int asn1_bool,
                             STACK_OF(CONF_VALUE) **extlist);
int X509V3_get_value_bool(const CONF_VALUE *value,
 int *asn1_bool);
int X509V3_get_value_int(const CONF_VALUE *value, ASN1_INTEGER **aint);
void X509V3_set_nconf(X509V3_CTX *ctx, CONF *conf);
void X509V3_set_conf_lhash(X509V3_CTX *ctx, LHASH_OF(CONF_VALUE) *lhash);
# endif

char *X509V3_get_string(X509V3_CTX *ctx, const char *name, const char *section);
STACK_OF(CONF_VALUE) *X509V3_get_section(X509V3_CTX *ctx, const char *section);
void X509V3_string_free(X509V3_CTX *ctx, char *str);
void X509V3_section_free(X509V3_CTX *ctx, STACK_OF(CONF_VALUE) *section);
void X509V3_set_ctx(X509V3_CTX *ctx, X509 *issuer, X509 *subject,
                    X509_REQ *req, X509_CRL *crl, int flags);
/* For API backward compatibility, this is separate from X509V3_set_ctx(): */
int X509V3_set_issuer_pkey(X509V3_CTX *ctx, EVP_PKEY *pkey);

int X509V3_add_value(const char *name, const char *value,
                     STACK_OF(CONF_VALUE) **extlist);
int X509V3_add_value_uchar(const char *name, const unsigned char *value,
                           STACK_OF(CONF_VALUE)
 **extlist);
int X509V3_add_value_bool(const char *name, int asn1_bool,
                          STACK_OF(CONF_VALUE) **extlist);
int X509V3_add_value_int(const char *name, const ASN1_INTEGER *aint,
                         STACK_OF(CONF_VALUE) **extlist);
char *i2s_ASN1_INTEGER(X509V3_EXT_METHOD *meth, const ASN1_INTEGER *aint);
ASN1_INTEGER *s2i_ASN1_INTEGER(X509V3_EXT_METHOD *meth, const char *value);
char *i2s_ASN1_ENUMERATED(X509V3_EXT_METHOD *meth, const ASN1_ENUMERATED *aint);
char *i2s_ASN1_ENUMERATED_TABLE(X509V3_EXT_METHOD *meth,
                                const ASN1_ENUMERATED *aint);
int X509V3_EXT_add(X509V3_EXT_METHOD *ext);
int X509V3_EXT_add_list(X509V3_EXT_METHOD *extlist);
int X509V3_EXT_add_alias(int nid_to, int nid_from);
void X509V3_EXT_cleanup(void);

const X509V3_EXT_METHOD *X509V3_EXT_get(X509_EXTENSION *ext);
const X509V3_EXT_METHOD *X509V3_EXT_get_nid(int nid);
int X509V3_add_standard_extensions(void);
STACK_OF(CONF_VALUE) *X509V3_parse_list(const
 char *line);
void *X509V3_EXT_d2i(X509_EXTENSION *ext);
void *X509V3_get_d2i(const STACK_OF(X509_EXTENSION) *x, int nid, int *crit,
                     int *idx);

X509_EXTENSION *X509V3_EXT_i2d(int ext_nid, int crit, void *ext_struc);
int X509V3_add1_i2d(STACK_OF(X509_EXTENSION) **x, int nid, void *value,
```

```
                int crit, unsigned long flags);

#ifndef OPENSSL_NO_DEPRECATED_1_1_0
/* The new declarations are in crypto.h, but the old ones were here. */
# define hex_to_string OPENSSL_buf2hexstr
# define string_to_hex OPENSSL_hexstr2buf
#endif

void X509V3_EXT_val_prn(BIO *out, STACK_OF(CONF_VALUE) *val, int indent,
                  int ml);
int X509V3_EXT_print(BIO *out, X509_EXTENSION *ext, unsigned long flag,
                int indent);
#ifndef OPENSSL_NO_STDIO
int X509V3_EXT_print_fp(FILE *out, X509_EXTENSION *ext, int flag, int indent);
#endif
int X509V3_extensions_print(BIO *out, const char *title,
                      const STACK_OF(X509_EXTENSION)
 *exts,
                      unsigned long flag, int indent);

int X509_check_ca(X509 *x);
int X509_check_purpose(X509 *x, int id, int ca);
int X509_supported_extension(X509_EXTENSION *ex);
int X509_PURPOSE_set(int *p, int purpose);
int X509_check_issued(X509 *issuer, X509 *subject);
int X509_check_akid(const X509 *issuer, const AUTHORITY_KEYID *akid);
void X509_set_proxy_flag(X509 *x);
void X509_set_proxy_pathlen(X509 *x, long l);
long X509_get_proxy_pathlen(X509 *x);

uint32_t X509_get_extension_flags(X509 *x);
uint32_t X509_get_key_usage(X509 *x);
uint32_t X509_get_extended_key_usage(X509 *x);
const ASN1_OCTET_STRING *X509_get0_subject_key_id(X509 *x);
const ASN1_OCTET_STRING *X509_get0_authority_key_id(X509 *x);
const GENERAL_NAMES *X509_get0_authority_issuer(X509 *x);
const ASN1_INTEGER *X509_get0_authority_serial(X509 *x);

int X509_PURPOSE_get_count(void);
X509_PURPOSE *X509_PURPOSE_get0(int idx);
int X509_PURPOSE_get_by_sname(const char *sname);
int X509_PURPOSE_get_by_id(int
 id);
int X509_PURPOSE_add(int id, int trust, int flags,
                int (*ck) (const X509_PURPOSE *, const X509 *, int),
                const char *name, const char *sname, void *arg);
char *X509_PURPOSE_get0_name(const X509_PURPOSE *xp);
char *X509_PURPOSE_get0_sname(const X509_PURPOSE *xp);
```

```
int X509_PURPOSE_get_trust(const X509_PURPOSE *xp);
void X509_PURPOSE_cleanup(void);
int X509_PURPOSE_get_id(const X509_PURPOSE *);

STACK_OF(OPENSSL_STRING) *X509_get1_email(X509 *x);
STACK_OF(OPENSSL_STRING) *X509_REQ_get1_email(X509_REQ *x);
void X509_email_free(STACK_OF(OPENSSL_STRING) *sk);
STACK_OF(OPENSSL_STRING) *X509_get1_ocsp(X509 *x);
/* Flags for X509_check_* functions */

/*
* Always check subject name for host match even if subject alt names present
*/
# define X509_CHECK_FLAG_ALWAYS_CHECK_SUBJECT    0x1
/* Disable wildcard matching for dnsName fields and common name. */
# define X509_CHECK_FLAG_NO_WILDCARDS    0x2
/* Wildcards must not match a partial
 label. */
# define X509_CHECK_FLAG_NO_PARTIAL_WILDCARDS 0x4
/* Allow (non-partial) wildcards to match multiple labels. */
# define X509_CHECK_FLAG_MULTI_LABEL_WILDCARDS 0x8
/* Constraint verifier subdomain patterns to match a single labels. */
# define X509_CHECK_FLAG_SINGLE_LABEL_SUBDOMAINS 0x10
/* Never check the subject CN */
# define X509_CHECK_FLAG_NEVER_CHECK_SUBJECT    0x20
/*
* Match reference identifiers starting with "." to any sub-domain.
* This is a non-public flag, turned on implicitly when the subject
* reference identity is a DNS name.
*/
# define _X509_CHECK_FLAG_DOT_SUBDOMAINS 0x8000

int X509_check_host(X509 *x, const char *chk, size_t chklen,
                    unsigned int flags, char **peername);
int X509_check_email(X509 *x, const char *chk, size_t chklen,
                     unsigned int flags);
int X509_check_ip(X509 *x, const unsigned char *chk, size_t chklen,
                  unsigned int flags);
int X509_check_ip_asc(X509 *x, const char *ipasc, unsigned
 int flags);

ASN1_OCTET_STRING *a2i_IPADDRESS(const char *ipasc);
ASN1_OCTET_STRING *a2i_IPADDRESS_NC(const char *ipasc);
int X509V3_NAME_from_section(X509_NAME *nm, STACK_OF(CONF_VALUE) *dn_sk,
                             unsigned long chtype);

void X509_POLICY_NODE_print(BIO *out, X509_POLICY_NODE *node, int indent);
SKM_DEFINE_STACK_OF_INTERNAL(X509_POLICY_NODE, X509_POLICY_NODE,
```

```
X509_POLICY_NODE)
#define sk_X509_POLICY_NODE_num(sk)
OPENSSL_sk_num(ossl_check_const_X509_POLICY_NODE_sk_type(sk))
#define sk_X509_POLICY_NODE_value(sk, idx) ((X509_POLICY_NODE
*)OPENSSL_sk_value(ossl_check_const_X509_POLICY_NODE_sk_type(sk), (idx)))
#define sk_X509_POLICY_NODE_new(cmp) ((STACK_OF(X509_POLICY_NODE)
*)OPENSSL_sk_new(ossl_check_X509_POLICY_NODE_compfunc_type(cmp)))
#define sk_X509_POLICY_NODE_new_null() ((STACK_OF(X509_POLICY_NODE)
*)OPENSSL_sk_new_null())
#define sk_X509_POLICY_NODE_new_reserve(cmp, n) ((STACK_OF(X509_POLICY_NODE)
*)OPENSSL_sk_new_reserve(ossl_check_X509_POLICY_NODE_compfunc_type(cmp),
 (n)))
#define sk_X509_POLICY_NODE_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_X509_POLICY_NODE_sk_type(sk), (n))
#define sk_X509_POLICY_NODE_free(sk) OPENSSL_sk_free(ossl_check_X509_POLICY_NODE_sk_type(sk))
#define sk_X509_POLICY_NODE_zero(sk) OPENSSL_sk_zero(ossl_check_X509_POLICY_NODE_sk_type(sk))
#define sk_X509_POLICY_NODE_delete(sk, i) ((X509_POLICY_NODE
*)OPENSSL_sk_delete(ossl_check_X509_POLICY_NODE_sk_type(sk), (i)))
#define sk_X509_POLICY_NODE_delete_ptr(sk, ptr) ((X509_POLICY_NODE
*)OPENSSL_sk_delete_ptr(ossl_check_X509_POLICY_NODE_sk_type(sk),
ossl_check_X509_POLICY_NODE_type(ptr)))
#define sk_X509_POLICY_NODE_push(sk, ptr)
OPENSSL_sk_push(ossl_check_X509_POLICY_NODE_sk_type(sk),
ossl_check_X509_POLICY_NODE_type(ptr))
#define sk_X509_POLICY_NODE_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_X509_POLICY_NODE_sk_type(sk),
ossl_check_X509_POLICY_NODE_type(ptr))
#define sk_X509_POLICY_NODE_pop(sk) ((X509_POLICY_NODE
*)OPENSSL_sk_pop(ossl_check_X509_POLICY_NODE_sk_type(sk)))
#define
 sk_X509_POLICY_NODE_shift(sk) ((X509_POLICY_NODE
*)OPENSSL_sk_shift(ossl_check_X509_POLICY_NODE_sk_type(sk)))
#define sk_X509_POLICY_NODE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_X509_POLICY_NODE_sk_type(sk),ossl_check_X509_POLICY_NODE_free
func_type(freefunc))
#define sk_X509_POLICY_NODE_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_X509_POLICY_NODE_sk_type(sk),
ossl_check_X509_POLICY_NODE_type(ptr), (idx))
#define sk_X509_POLICY_NODE_set(sk, idx, ptr) ((X509_POLICY_NODE
*)OPENSSL_sk_set(ossl_check_X509_POLICY_NODE_sk_type(sk), (idx),
ossl_check_X509_POLICY_NODE_type(ptr)))
#define sk_X509_POLICY_NODE_find(sk, ptr)
OPENSSL_sk_find(ossl_check_X509_POLICY_NODE_sk_type(sk),
ossl_check_X509_POLICY_NODE_type(ptr))
#define sk_X509_POLICY_NODE_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_X509_POLICY_NODE_sk_type(sk),
ossl_check_X509_POLICY_NODE_type(ptr))
#define sk_X509_POLICY_NODE_find_all(sk, ptr, pnum)
```

```
OPENSSL_sk_find_all(ossl_check_X509_POLICY_NODE_sk_type(sk),
 ossl_check_X509_POLICY_NODE_type(ptr), pnum)
#define sk_X509_POLICY_NODE_sort(sk) OPENSSL_sk_sort(ossl_check_X509_POLICY_NODE_sk_type(sk))
#define sk_X509_POLICY_NODE_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_X509_POLICY_NODE_sk_type(sk))
#define sk_X509_POLICY_NODE_dup(sk) ((STACK_OF(X509_POLICY_NODE)
*)OPENSSL_sk_dup(ossl_check_const_X509_POLICY_NODE_sk_type(sk)))
#define sk_X509_POLICY_NODE_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(X509_POLICY_NODE)
*)OPENSSL_sk_deep_copy(ossl_check_const_X509_POLICY_NODE_sk_type(sk),
ossl_check_X509_POLICY_NODE_copyfunc_type(copyfunc),
ossl_check_X509_POLICY_NODE_freefunc_type(freefunc)))
#define sk_X509_POLICY_NODE_set_cmp_func(sk, cmp)
((sk_X509_POLICY_NODE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_X509_POLICY_NODE_sk_type
(sk), ossl_check_X509_POLICY_NODE_compfunc_type(cmp)))



#ifndef OPENSSL_NO_RFC3779
typedef struct ASRange_st {
  ASN1_INTEGER *min, *max;
} ASRange;

# define ASIdOrRange_id          0
# define
 ASIdOrRange_range       1

typedef struct ASIdOrRange_st {
  int type;
  union {
     ASN1_INTEGER *id;
     ASRange *range;
  } u;
} ASIdOrRange;

SKM_DEFINE_STACK_OF_INTERNAL(ASIdOrRange, ASIdOrRange, ASIdOrRange)
#define sk_ASIdOrRange_num(sk) OPENSSL_sk_num(ossl_check_const_ASIdOrRange_sk_type(sk))
#define sk_ASIdOrRange_value(sk, idx) ((ASIdOrRange
*)OPENSSL_sk_value(ossl_check_const_ASIdOrRange_sk_type(sk), (idx)))
#define sk_ASIdOrRange_new(cmp) ((STACK_OF(ASIdOrRange)
*)OPENSSL_sk_new(ossl_check_ASIdOrRange_compfunc_type(cmp)))
#define sk_ASIdOrRange_new_null() ((STACK_OF(ASIdOrRange) *)OPENSSL_sk_new_null())
#define sk_ASIdOrRange_new_reserve(cmp, n) ((STACK_OF(ASIdOrRange)
*)OPENSSL_sk_new_reserve(ossl_check_ASIdOrRange_compfunc_type(cmp), (n)))
#define sk_ASIdOrRange_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_ASIdOrRange_sk_type(sk), (n))
#define sk_ASIdOrRange_free(sk) OPENSSL_sk_free(ossl_check_ASIdOrRange_sk_type(sk))
#define sk_ASIdOrRange_zero(sk) OPENSSL_sk_zero(ossl_check_ASIdOrRange_sk_type(sk))
#define
```

```
 sk_ASIdOrRange_delete(sk, i) ((ASIdOrRange *)OPENSSL_sk_delete(ossl_check_ASIdOrRange_sk_type(sk),
(i)))
#define sk_ASIdOrRange_delete_ptr(sk, ptr) ((ASIdOrRange
*)OPENSSL_sk_delete_ptr(ossl_check_ASIdOrRange_sk_type(sk), ossl_check_ASIdOrRange_type(ptr)))
#define sk_ASIdOrRange_push(sk, ptr) OPENSSL_sk_push(ossl_check_ASIdOrRange_sk_type(sk),
ossl_check_ASIdOrRange_type(ptr))
#define sk_ASIdOrRange_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_ASIdOrRange_sk_type(sk),
ossl_check_ASIdOrRange_type(ptr))
#define sk_ASIdOrRange_pop(sk) ((ASIdOrRange *)OPENSSL_sk_pop(ossl_check_ASIdOrRange_sk_type(sk)))
#define sk_ASIdOrRange_shift(sk) ((ASIdOrRange *)OPENSSL_sk_shift(ossl_check_ASIdOrRange_sk_type(sk)))
#define sk_ASIdOrRange_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ASIdOrRange_sk_type(sk),ossl_check_ASIdOrRange_freefunc_type(freefunc)
)
#define sk_ASIdOrRange_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_ASIdOrRange_sk_type(sk),
 ossl_check_ASIdOrRange_type(ptr), (idx))
#define sk_ASIdOrRange_set(sk, idx, ptr) ((ASIdOrRange
*)OPENSSL_sk_set(ossl_check_ASIdOrRange_sk_type(sk), (idx), ossl_check_ASIdOrRange_type(ptr)))
#define sk_ASIdOrRange_find(sk, ptr) OPENSSL_sk_find(ossl_check_ASIdOrRange_sk_type(sk),
ossl_check_ASIdOrRange_type(ptr))
#define sk_ASIdOrRange_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_ASIdOrRange_sk_type(sk),
ossl_check_ASIdOrRange_type(ptr))
#define sk_ASIdOrRange_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_ASIdOrRange_sk_type(sk),
ossl_check_ASIdOrRange_type(ptr), pnum)
#define sk_ASIdOrRange_sort(sk) OPENSSL_sk_sort(ossl_check_ASIdOrRange_sk_type(sk))
#define sk_ASIdOrRange_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_ASIdOrRange_sk_type(sk))
#define sk_ASIdOrRange_dup(sk) ((STACK_OF(ASIdOrRange)
*)OPENSSL_sk_dup(ossl_check_const_ASIdOrRange_sk_type(sk)))
#define sk_ASIdOrRange_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ASIdOrRange)
*)OPENSSL_sk_deep_copy(ossl_check_const_ASIdOrRange_sk_type(sk),
 ossl_check_ASIdOrRange_copyfunc_type(copyfunc), ossl_check_ASIdOrRange_freefunc_type(freefunc)))
#define sk_ASIdOrRange_set_cmp_func(sk, cmp)
((sk_ASIdOrRange_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ASIdOrRange_sk_type(sk),
ossl_check_ASIdOrRange_compfunc_type(cmp)))


typedef STACK_OF(ASIdOrRange) ASIdOrRanges;

# define ASIdentifierChoice_inherit              0
# define ASIdentifierChoice_asIdsOrRanges        1

typedef struct ASIdentifierChoice_st {
  int type;
  union {
     ASN1_NULL *inherit;
     ASIdOrRanges *asIdsOrRanges;
  } u;
} ASIdentifierChoice;
```

```
typedef struct ASIdentifiers_st {
  ASIdentifierChoice *asnum, *rdi;
} ASIdentifiers;

DECLARE_ASN1_FUNCTIONS(ASRange)
DECLARE_ASN1_FUNCTIONS(ASIdOrRange)
DECLARE_ASN1_FUNCTIONS(ASIdentifierChoice)
DECLARE_ASN1_FUNCTIONS(ASIdentifiers)

typedef struct IPAddressRange_st {
  ASN1_BIT_STRING *min, *max;
} IPAddressRange;

# define IPAddressOrRange_addressPrefix  0
# define
 IPAddressOrRange_addressRange   1

typedef struct IPAddressOrRange_st {
  int type;
  union {
     ASN1_BIT_STRING *addressPrefix;
     IPAddressRange *addressRange;
  } u;
} IPAddressOrRange;

SKM_DEFINE_STACK_OF_INTERNAL(IPAddressOrRange, IPAddressOrRange, IPAddressOrRange)
#define sk_IPAddressOrRange_num(sk) OPENSSL_sk_num(ossl_check_const_IPAddressOrRange_sk_type(sk))
#define sk_IPAddressOrRange_value(sk, idx) ((IPAddressOrRange
*)OPENSSL_sk_value(ossl_check_const_IPAddressOrRange_sk_type(sk), (idx)))
#define sk_IPAddressOrRange_new(cmp) ((STACK_OF(IPAddressOrRange)
*)OPENSSL_sk_new(ossl_check_IPAddressOrRange_compfunc_type(cmp)))
#define sk_IPAddressOrRange_new_null() ((STACK_OF(IPAddressOrRange) *)OPENSSL_sk_new_null())
#define sk_IPAddressOrRange_new_reserve(cmp, n) ((STACK_OF(IPAddressOrRange)
*)OPENSSL_sk_new_reserve(ossl_check_IPAddressOrRange_compfunc_type(cmp), (n)))
#define sk_IPAddressOrRange_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_IPAddressOrRange_sk_type(sk),
 (n))
#define sk_IPAddressOrRange_free(sk) OPENSSL_sk_free(ossl_check_IPAddressOrRange_sk_type(sk))
#define sk_IPAddressOrRange_zero(sk) OPENSSL_sk_zero(ossl_check_IPAddressOrRange_sk_type(sk))
#define sk_IPAddressOrRange_delete(sk, i) ((IPAddressOrRange
*)OPENSSL_sk_delete(ossl_check_IPAddressOrRange_sk_type(sk), (i)))
#define sk_IPAddressOrRange_delete_ptr(sk, ptr) ((IPAddressOrRange
*)OPENSSL_sk_delete_ptr(ossl_check_IPAddressOrRange_sk_type(sk),
ossl_check_IPAddressOrRange_type(ptr)))
#define sk_IPAddressOrRange_push(sk, ptr) OPENSSL_sk_push(ossl_check_IPAddressOrRange_sk_type(sk),
ossl_check_IPAddressOrRange_type(ptr))
#define sk_IPAddressOrRange_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_IPAddressOrRange_sk_type(sk),
ossl_check_IPAddressOrRange_type(ptr))
#define sk_IPAddressOrRange_pop(sk) ((IPAddressOrRange
```

```
*)OPENSSL_sk_pop(ossl_check_IPAddressOrRange_sk_type(sk)))
#define sk_IPAddressOrRange_shift(sk) ((IPAddressOrRange
*)OPENSSL_sk_shift(ossl_check_IPAddressOrRange_sk_type(sk)))
#define
 sk_IPAddressOrRange_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_IPAddressOrRange_sk_type(sk),ossl_check_IPAddressOrRange_freefunc_typ
e(freefunc))
#define sk_IPAddressOrRange_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_IPAddressOrRange_sk_type(sk), ossl_check_IPAddressOrRange_type(ptr), (idx))
#define sk_IPAddressOrRange_set(sk, idx, ptr) ((IPAddressOrRange
*)OPENSSL_sk_set(ossl_check_IPAddressOrRange_sk_type(sk), (idx), ossl_check_IPAddressOrRange_type(ptr)))
#define sk_IPAddressOrRange_find(sk, ptr) OPENSSL_sk_find(ossl_check_IPAddressOrRange_sk_type(sk),
ossl_check_IPAddressOrRange_type(ptr))
#define sk_IPAddressOrRange_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_IPAddressOrRange_sk_type(sk), ossl_check_IPAddressOrRange_type(ptr))
#define sk_IPAddressOrRange_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_IPAddressOrRange_sk_type(sk), ossl_check_IPAddressOrRange_type(ptr),
pnum)
#define sk_IPAddressOrRange_sort(sk) OPENSSL_sk_sort(ossl_check_IPAddressOrRange_sk_type(sk))
#define
 sk_IPAddressOrRange_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_IPAddressOrRange_sk_type(sk))
#define sk_IPAddressOrRange_dup(sk) ((STACK_OF(IPAddressOrRange)
*)OPENSSL_sk_dup(ossl_check_const_IPAddressOrRange_sk_type(sk)))
#define sk_IPAddressOrRange_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(IPAddressOrRange)
*)OPENSSL_sk_deep_copy(ossl_check_const_IPAddressOrRange_sk_type(sk),
ossl_check_IPAddressOrRange_copyfunc_type(copyfunc),
ossl_check_IPAddressOrRange_freefunc_type(freefunc)))
#define sk_IPAddressOrRange_set_cmp_func(sk, cmp)
((sk_IPAddressOrRange_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_IPAddressOrRange_sk_type(sk),
ossl_check_IPAddressOrRange_compfunc_type(cmp)))


typedef STACK_OF(IPAddressOrRange) IPAddressOrRanges;

# define IPAddressChoice_inherit              0
# define IPAddressChoice_addressesOrRanges    1

typedef struct IPAddressChoice_st {
  int type;
  union {
     ASN1_NULL *inherit;

   IPAddressOrRanges *addressesOrRanges;
  } u;
} IPAddressChoice;

typedef struct IPAddressFamily_st {
  ASN1_OCTET_STRING *addressFamily;
```

```
  IPAddressChoice *ipAddressChoice;
} IPAddressFamily;

SKM_DEFINE_STACK_OF_INTERNAL(IPAddressFamily, IPAddressFamily, IPAddressFamily)
#define sk_IPAddressFamily_num(sk) OPENSSL_sk_num(ossl_check_const_IPAddressFamily_sk_type(sk))
#define sk_IPAddressFamily_value(sk, idx) ((IPAddressFamily
*)OPENSSL_sk_value(ossl_check_const_IPAddressFamily_sk_type(sk), (idx)))
#define sk_IPAddressFamily_new(cmp) ((STACK_OF(IPAddressFamily)
*)OPENSSL_sk_new(ossl_check_IPAddressFamily_compfunc_type(cmp)))
#define sk_IPAddressFamily_new_null() ((STACK_OF(IPAddressFamily) *)OPENSSL_sk_new_null())
#define sk_IPAddressFamily_new_reserve(cmp, n) ((STACK_OF(IPAddressFamily)
*)OPENSSL_sk_new_reserve(ossl_check_IPAddressFamily_compfunc_type(cmp), (n)))
#define sk_IPAddressFamily_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_IPAddressFamily_sk_type(sk), (n))
#define sk_IPAddressFamily_free(sk)
 OPENSSL_sk_free(ossl_check_IPAddressFamily_sk_type(sk))
#define sk_IPAddressFamily_zero(sk) OPENSSL_sk_zero(ossl_check_IPAddressFamily_sk_type(sk))
#define sk_IPAddressFamily_delete(sk, i) ((IPAddressFamily
*)OPENSSL_sk_delete(ossl_check_IPAddressFamily_sk_type(sk), (i)))
#define sk_IPAddressFamily_delete_ptr(sk, ptr) ((IPAddressFamily
*)OPENSSL_sk_delete_ptr(ossl_check_IPAddressFamily_sk_type(sk), ossl_check_IPAddressFamily_type(ptr)))
#define sk_IPAddressFamily_push(sk, ptr) OPENSSL_sk_push(ossl_check_IPAddressFamily_sk_type(sk),
ossl_check_IPAddressFamily_type(ptr))
#define sk_IPAddressFamily_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_IPAddressFamily_sk_type(sk),
ossl_check_IPAddressFamily_type(ptr))
#define sk_IPAddressFamily_pop(sk) ((IPAddressFamily
*)OPENSSL_sk_pop(ossl_check_IPAddressFamily_sk_type(sk)))
#define sk_IPAddressFamily_shift(sk) ((IPAddressFamily
*)OPENSSL_sk_shift(ossl_check_IPAddressFamily_sk_type(sk)))
#define sk_IPAddressFamily_pop_free(sk,
 freefunc)
OPENSSL_sk_pop_free(ossl_check_IPAddressFamily_sk_type(sk),ossl_check_IPAddressFamily_freefunc_type(fre
efunc))
#define sk_IPAddressFamily_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_IPAddressFamily_sk_type(sk),
ossl_check_IPAddressFamily_type(ptr), (idx))
#define sk_IPAddressFamily_set(sk, idx, ptr) ((IPAddressFamily
*)OPENSSL_sk_set(ossl_check_IPAddressFamily_sk_type(sk), (idx), ossl_check_IPAddressFamily_type(ptr)))
#define sk_IPAddressFamily_find(sk, ptr) OPENSSL_sk_find(ossl_check_IPAddressFamily_sk_type(sk),
ossl_check_IPAddressFamily_type(ptr))
#define sk_IPAddressFamily_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_IPAddressFamily_sk_type(sk),
ossl_check_IPAddressFamily_type(ptr))
#define sk_IPAddressFamily_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_IPAddressFamily_sk_type(sk), ossl_check_IPAddressFamily_type(ptr), pnum)
#define sk_IPAddressFamily_sort(sk) OPENSSL_sk_sort(ossl_check_IPAddressFamily_sk_type(sk))
#define sk_IPAddressFamily_is_sorted(sk)
 OPENSSL_sk_is_sorted(ossl_check_const_IPAddressFamily_sk_type(sk))
#define sk_IPAddressFamily_dup(sk) ((STACK_OF(IPAddressFamily)
*)OPENSSL_sk_dup(ossl_check_const_IPAddressFamily_sk_type(sk)))
#define sk_IPAddressFamily_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(IPAddressFamily)
```

```
*)OPENSSL_sk_deep_copy(ossl_check_const_IPAddressFamily_sk_type(sk),
ossl_check_IPAddressFamily_copyfunc_type(copyfunc), ossl_check_IPAddressFamily_freefunc_type(freefunc)))
#define sk_IPAddressFamily_set_cmp_func(sk, cmp)
((sk_IPAddressFamily_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_IPAddressFamily_sk_type(sk),
ossl_check_IPAddressFamily_compfunc_type(cmp)))



typedef STACK_OF(IPAddressFamily) IPAddrBlocks;

DECLARE_ASN1_FUNCTIONS(IPAddressRange)
DECLARE_ASN1_FUNCTIONS(IPAddressOrRange)
DECLARE_ASN1_FUNCTIONS(IPAddressChoice)
DECLARE_ASN1_FUNCTIONS(IPAddressFamily)

/*
* API tag for elements of the ASIdentifer SEQUENCE.
*/
# define V3_ASID_ASNUM   0
# define V3_ASID_RDI     1

/*
* AFI values,
 assigned by IANA.  It'd be nice to make the AFI
* handling code totally generic, but there are too many little things
* that would need to be defined for other address families for it to
* be worth the trouble.
*/
# define IANA_AFI_IPV4   1
# define IANA_AFI_IPV6   2

/*
* Utilities to construct and extract values from RFC3779 extensions,
* since some of the encodings (particularly for IP address prefixes
* and ranges) are a bit tedious to work with directly.
*/
int X509v3_asid_add_inherit(ASIdentifiers *asid, int which);
int X509v3_asid_add_id_or_range(ASIdentifiers *asid, int which,
                        ASN1_INTEGER *min, ASN1_INTEGER *max);
int X509v3_addr_add_inherit(IPAddrBlocks *addr,
                     const unsigned afi, const unsigned *safi);
int X509v3_addr_add_prefix(IPAddrBlocks *addr,
                    const unsigned afi, const unsigned *safi,
                    unsigned char *a, const int prefixlen);
int X509v3_addr_add_range(IPAddrBlocks
 *addr,
                    const unsigned afi, const unsigned *safi,
                    unsigned char *min, unsigned char *max);
```

```
unsigned X509v3_addr_get_afi(const IPAddressFamily *f);
int X509v3_addr_get_range(IPAddressOrRange *aor, const unsigned afi,
                          unsigned char *min, unsigned char *max,
                          const int length);

/*
* Canonical forms.
*/
int X509v3_asid_is_canonical(ASIdentifiers *asid);
int X509v3_addr_is_canonical(IPAddrBlocks *addr);
int X509v3_asid_canonize(ASIdentifiers *asid);
int X509v3_addr_canonize(IPAddrBlocks *addr);

/*
* Tests for inheritance and containment.
*/
int X509v3_asid_inherits(ASIdentifiers *asid);
int X509v3_addr_inherits(IPAddrBlocks *addr);
int X509v3_asid_subset(ASIdentifiers *a, ASIdentifiers *b);
int X509v3_addr_subset(IPAddrBlocks *a, IPAddrBlocks *b);

/*
* Check whether RFC 3779 extensions nest properly in chains.
*/
int X509v3_asid_validate_path(X509_STORE_CTX *);
int
 X509v3_addr_validate_path(X509_STORE_CTX *);
int X509v3_asid_validate_resource_set(STACK_OF(X509) *chain,
                                      ASIdentifiers *ext,
                                      int allow_inheritance);
int X509v3_addr_validate_resource_set(STACK_OF(X509) *chain,
                                      IPAddrBlocks *ext, int allow_inheritance);

#endif                     /* OPENSSL_NO_RFC3779 */

SKM_DEFINE_STACK_OF_INTERNAL(ASN1_STRING, ASN1_STRING, ASN1_STRING)
#define sk_ASN1_STRING_num(sk) OPENSSL_sk_num(ossl_check_const_ASN1_STRING_sk_type(sk))
#define sk_ASN1_STRING_value(sk, idx) ((ASN1_STRING
*)OPENSSL_sk_value(ossl_check_const_ASN1_STRING_sk_type(sk), (idx)))
#define sk_ASN1_STRING_new(cmp) ((STACK_OF(ASN1_STRING)
*)OPENSSL_sk_new(ossl_check_ASN1_STRING_compfunc_type(cmp)))
#define sk_ASN1_STRING_new_null() ((STACK_OF(ASN1_STRING) *)OPENSSL_sk_new_null())
#define sk_ASN1_STRING_new_reserve(cmp, n) ((STACK_OF(ASN1_STRING)
*)OPENSSL_sk_new_reserve(ossl_check_ASN1_STRING_compfunc_type(cmp),
 (n)))
#define sk_ASN1_STRING_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_ASN1_STRING_sk_type(sk), (n))
#define sk_ASN1_STRING_free(sk) OPENSSL_sk_free(ossl_check_ASN1_STRING_sk_type(sk))
#define sk_ASN1_STRING_zero(sk) OPENSSL_sk_zero(ossl_check_ASN1_STRING_sk_type(sk))
```

```
#define sk_ASN1_STRING_delete(sk, i) ((ASN1_STRING
*)OPENSSL_sk_delete(ossl_check_ASN1_STRING_sk_type(sk), (i)))
#define sk_ASN1_STRING_delete_ptr(sk, ptr) ((ASN1_STRING
*)OPENSSL_sk_delete_ptr(ossl_check_ASN1_STRING_sk_type(sk), ossl_check_ASN1_STRING_type(ptr)))
#define sk_ASN1_STRING_push(sk, ptr) OPENSSL_sk_push(ossl_check_ASN1_STRING_sk_type(sk),
ossl_check_ASN1_STRING_type(ptr))
#define sk_ASN1_STRING_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_ASN1_STRING_sk_type(sk),
ossl_check_ASN1_STRING_type(ptr))
#define sk_ASN1_STRING_pop(sk) ((ASN1_STRING
*)OPENSSL_sk_pop(ossl_check_ASN1_STRING_sk_type(sk)))
#define sk_ASN1_STRING_shift(sk) ((ASN1_STRING
*)OPENSSL_sk_shift(ossl_check_ASN1_STRING_sk_type(sk)))
#define
 sk_ASN1_STRING_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ASN1_STRING_sk_type(sk),ossl_check_ASN1_STRING_freefunc_type(freef
unc))
#define sk_ASN1_STRING_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_ASN1_STRING_sk_type(sk),
ossl_check_ASN1_STRING_type(ptr), (idx))
#define sk_ASN1_STRING_set(sk, idx, ptr) ((ASN1_STRING
*)OPENSSL_sk_set(ossl_check_ASN1_STRING_sk_type(sk), (idx), ossl_check_ASN1_STRING_type(ptr)))
#define sk_ASN1_STRING_find(sk, ptr) OPENSSL_sk_find(ossl_check_ASN1_STRING_sk_type(sk),
ossl_check_ASN1_STRING_type(ptr))
#define sk_ASN1_STRING_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_ASN1_STRING_sk_type(sk),
ossl_check_ASN1_STRING_type(ptr))
#define sk_ASN1_STRING_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ASN1_STRING_sk_type(sk), ossl_check_ASN1_STRING_type(ptr), pnum)
#define sk_ASN1_STRING_sort(sk) OPENSSL_sk_sort(ossl_check_ASN1_STRING_sk_type(sk))
#define sk_ASN1_STRING_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_ASN1_STRING_sk_type(sk))
#define
 sk_ASN1_STRING_dup(sk) ((STACK_OF(ASN1_STRING)
*)OPENSSL_sk_dup(ossl_check_const_ASN1_STRING_sk_type(sk)))
#define sk_ASN1_STRING_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ASN1_STRING)
*)OPENSSL_sk_deep_copy(ossl_check_const_ASN1_STRING_sk_type(sk),
ossl_check_ASN1_STRING_copyfunc_type(copyfunc), ossl_check_ASN1_STRING_freefunc_type(freefunc)))
#define sk_ASN1_STRING_set_cmp_func(sk, cmp)
((sk_ASN1_STRING_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ASN1_STRING_sk_type(sk),
ossl_check_ASN1_STRING_compfunc_type(cmp)))



/*
* Admission Syntax
*/
typedef struct NamingAuthority_st NAMING_AUTHORITY;
typedef struct ProfessionInfo_st PROFESSION_INFO;
typedef struct Admissions_st ADMISSIONS;
typedef struct AdmissionSyntax_st ADMISSION_SYNTAX;
DECLARE_ASN1_FUNCTIONS(NAMING_AUTHORITY)
```

```
DECLARE_ASN1_FUNCTIONS(PROFESSION_INFO)
DECLARE_ASN1_FUNCTIONS(ADMISSIONS)
DECLARE_ASN1_FUNCTIONS(ADMISSION_SYNTAX)
SKM_DEFINE_STACK_OF_INTERNAL(PROFESSION_INFO,
 PROFESSION_INFO, PROFESSION_INFO)
#define sk_PROFESSION_INFO_num(sk)
OPENSSL_sk_num(ossl_check_const_PROFESSION_INFO_sk_type(sk))
#define sk_PROFESSION_INFO_value(sk, idx) ((PROFESSION_INFO
*)OPENSSL_sk_value(ossl_check_const_PROFESSION_INFO_sk_type(sk), (idx)))
#define sk_PROFESSION_INFO_new(cmp) ((STACK_OF(PROFESSION_INFO)
*)OPENSSL_sk_new(ossl_check_PROFESSION_INFO_compfunc_type(cmp)))
#define sk_PROFESSION_INFO_new_null() ((STACK_OF(PROFESSION_INFO) *)OPENSSL_sk_new_null())
#define sk_PROFESSION_INFO_new_reserve(cmp, n) ((STACK_OF(PROFESSION_INFO)
*)OPENSSL_sk_new_reserve(ossl_check_PROFESSION_INFO_compfunc_type(cmp), (n)))
#define sk_PROFESSION_INFO_reserve(sk, n)
OPENSSL_sk_reserve(ossl_check_PROFESSION_INFO_sk_type(sk), (n))
#define sk_PROFESSION_INFO_free(sk) OPENSSL_sk_free(ossl_check_PROFESSION_INFO_sk_type(sk))
#define sk_PROFESSION_INFO_zero(sk) OPENSSL_sk_zero(ossl_check_PROFESSION_INFO_sk_type(sk))
#define sk_PROFESSION_INFO_delete(sk, i) ((PROFESSION_INFO
*)OPENSSL_sk_delete(ossl_check_PROFESSION_INFO_sk_type(sk),
 (i)))
#define sk_PROFESSION_INFO_delete_ptr(sk, ptr) ((PROFESSION_INFO
*)OPENSSL_sk_delete_ptr(ossl_check_PROFESSION_INFO_sk_type(sk),
ossl_check_PROFESSION_INFO_type(ptr)))
#define sk_PROFESSION_INFO_push(sk, ptr)
OPENSSL_sk_push(ossl_check_PROFESSION_INFO_sk_type(sk), ossl_check_PROFESSION_INFO_type(ptr))
#define sk_PROFESSION_INFO_unshift(sk, ptr)
OPENSSL_sk_unshift(ossl_check_PROFESSION_INFO_sk_type(sk), ossl_check_PROFESSION_INFO_type(ptr))
#define sk_PROFESSION_INFO_pop(sk) ((PROFESSION_INFO
*)OPENSSL_sk_pop(ossl_check_PROFESSION_INFO_sk_type(sk)))
#define sk_PROFESSION_INFO_shift(sk) ((PROFESSION_INFO
*)OPENSSL_sk_shift(ossl_check_PROFESSION_INFO_sk_type(sk)))
#define sk_PROFESSION_INFO_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_PROFESSION_INFO_sk_type(sk),ossl_check_PROFESSION_INFO_freefun
c_type(freefunc))
#define sk_PROFESSION_INFO_insert(sk, ptr, idx)
OPENSSL_sk_insert(ossl_check_PROFESSION_INFO_sk_type(sk), ossl_check_PROFESSION_INFO_type(ptr),
 (idx))
#define sk_PROFESSION_INFO_set(sk, idx, ptr) ((PROFESSION_INFO
*)OPENSSL_sk_set(ossl_check_PROFESSION_INFO_sk_type(sk), (idx),
ossl_check_PROFESSION_INFO_type(ptr)))
#define sk_PROFESSION_INFO_find(sk, ptr) OPENSSL_sk_find(ossl_check_PROFESSION_INFO_sk_type(sk),
ossl_check_PROFESSION_INFO_type(ptr))
#define sk_PROFESSION_INFO_find_ex(sk, ptr)
OPENSSL_sk_find_ex(ossl_check_PROFESSION_INFO_sk_type(sk),
ossl_check_PROFESSION_INFO_type(ptr))
#define sk_PROFESSION_INFO_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_PROFESSION_INFO_sk_type(sk),
```

```
ossl_check_PROFESSION_INFO_type(ptr), pnum)
#define sk_PROFESSION_INFO_sort(sk) OPENSSL_sk_sort(ossl_check_PROFESSION_INFO_sk_type(sk))
#define sk_PROFESSION_INFO_is_sorted(sk)
OPENSSL_sk_is_sorted(ossl_check_const_PROFESSION_INFO_sk_type(sk))
#define sk_PROFESSION_INFO_dup(sk) ((STACK_OF(PROFESSION_INFO)
*)OPENSSL_sk_dup(ossl_check_const_PROFESSION_INFO_sk_type(sk)))
#define sk_PROFESSION_INFO_deep_copy(sk,
 copyfunc, freefunc) ((STACK_OF(PROFESSION_INFO)
*)OPENSSL_sk_deep_copy(ossl_check_const_PROFESSION_INFO_sk_type(sk),
ossl_check_PROFESSION_INFO_copyfunc_type(copyfunc),
ossl_check_PROFESSION_INFO_freefunc_type(freefunc)))
#define sk_PROFESSION_INFO_set_cmp_func(sk, cmp)
((sk_PROFESSION_INFO_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_PROFESSION_INFO_sk_type(sk)
, ossl_check_PROFESSION_INFO_compfunc_type(cmp)))
SKM_DEFINE_STACK_OF_INTERNAL(ADMISSIONS, ADMISSIONS, ADMISSIONS)
#define sk_ADMISSIONS_num(sk) OPENSSL_sk_num(ossl_check_const_ADMISSIONS_sk_type(sk))
#define sk_ADMISSIONS_value(sk, idx) ((ADMISSIONS
*)OPENSSL_sk_value(ossl_check_const_ADMISSIONS_sk_type(sk), (idx)))
#define sk_ADMISSIONS_new(cmp) ((STACK_OF(ADMISSIONS)
*)OPENSSL_sk_new(ossl_check_ADMISSIONS_compfunc_type(cmp)))
#define sk_ADMISSIONS_new_null() ((STACK_OF(ADMISSIONS) *)OPENSSL_sk_new_null())
#define sk_ADMISSIONS_new_reserve(cmp, n) ((STACK_OF(ADMISSIONS)
*)OPENSSL_sk_new_reserve(ossl_check_ADMISSIONS_compfunc_type(cmp),
 (n)))
#define sk_ADMISSIONS_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_ADMISSIONS_sk_type(sk), (n))
#define sk_ADMISSIONS_free(sk) OPENSSL_sk_free(ossl_check_ADMISSIONS_sk_type(sk))
#define sk_ADMISSIONS_zero(sk) OPENSSL_sk_zero(ossl_check_ADMISSIONS_sk_type(sk))
#define sk_ADMISSIONS_delete(sk, i) ((ADMISSIONS
*)OPENSSL_sk_delete(ossl_check_ADMISSIONS_sk_type(sk), (i)))
#define sk_ADMISSIONS_delete_ptr(sk, ptr) ((ADMISSIONS
*)OPENSSL_sk_delete_ptr(ossl_check_ADMISSIONS_sk_type(sk), ossl_check_ADMISSIONS_type(ptr)))
#define sk_ADMISSIONS_push(sk, ptr) OPENSSL_sk_push(ossl_check_ADMISSIONS_sk_type(sk),
ossl_check_ADMISSIONS_type(ptr))
#define sk_ADMISSIONS_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_ADMISSIONS_sk_type(sk),
ossl_check_ADMISSIONS_type(ptr))
#define sk_ADMISSIONS_pop(sk) ((ADMISSIONS
*)OPENSSL_sk_pop(ossl_check_ADMISSIONS_sk_type(sk)))
#define sk_ADMISSIONS_shift(sk) ((ADMISSIONS
*)OPENSSL_sk_shift(ossl_check_ADMISSIONS_sk_type(sk)))
#define sk_ADMISSIONS_pop_free(sk,
 freefunc)
OPENSSL_sk_pop_free(ossl_check_ADMISSIONS_sk_type(sk),ossl_check_ADMISSIONS_freefunc_type(freefun
c))
#define sk_ADMISSIONS_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_ADMISSIONS_sk_type(sk),
ossl_check_ADMISSIONS_type(ptr), (idx))
#define sk_ADMISSIONS_set(sk, idx, ptr) ((ADMISSIONS
*)OPENSSL_sk_set(ossl_check_ADMISSIONS_sk_type(sk), (idx), ossl_check_ADMISSIONS_type(ptr)))
#define sk_ADMISSIONS_find(sk, ptr) OPENSSL_sk_find(ossl_check_ADMISSIONS_sk_type(sk),
```

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ossl_check_ADMISSIONS_type(ptr))
#define sk_ADMISSIONS_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_ADMISSIONS_sk_type(sk),
ossl_check_ADMISSIONS_type(ptr))
#define sk_ADMISSIONS_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_ADMISSIONS_sk_type(sk),
ossl_check_ADMISSIONS_type(ptr), pnum)
#define sk_ADMISSIONS_sort(sk) OPENSSL_sk_sort(ossl_check_ADMISSIONS_sk_type(sk))
#define sk_ADMISSIONS_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_ADMISSIONS_sk_type(sk))
#define sk_ADMISSIONS_dup(sk)
 ((STACK_OF(ADMISSIONS) *)OPENSSL_sk_dup(ossl_check_const_ADMISSIONS_sk_type(sk)))
#define sk_ADMISSIONS_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ADMISSIONS)
*)OPENSSL_sk_deep_copy(ossl_check_const_ADMISSIONS_sk_type(sk),
ossl_check_ADMISSIONS_copyfunc_type(copyfunc), ossl_check_ADMISSIONS_freefunc_type(freefunc)))
#define sk_ADMISSIONS_set_cmp_func(sk, cmp)
((sk_ADMISSIONS_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ADMISSIONS_sk_type(sk),
ossl_check_ADMISSIONS_compfunc_type(cmp)))

typedef STACK_OF(PROFESSION_INFO) PROFESSION_INFOS;

const ASN1_OBJECT *NAMING_AUTHORITY_get0_authorityId(
  const NAMING_AUTHORITY *n);
const ASN1_IA5STRING *NAMING_AUTHORITY_get0_authorityURL(
  const NAMING_AUTHORITY *n);
const ASN1_STRING *NAMING_AUTHORITY_get0_authorityText(
  const NAMING_AUTHORITY *n);
void NAMING_AUTHORITY_set0_authorityId(NAMING_AUTHORITY *n,
  ASN1_OBJECT* namingAuthorityId);
void NAMING_AUTHORITY_set0_authorityURL(NAMING_AUTHORITY *n,
  ASN1_IA5STRING* namingAuthorityUrl);
void
 NAMING_AUTHORITY_set0_authorityText(NAMING_AUTHORITY *n,
  ASN1_STRING* namingAuthorityText);

const GENERAL_NAME *ADMISSION_SYNTAX_get0_admissionAuthority(
  const ADMISSION_SYNTAX *as);
void ADMISSION_SYNTAX_set0_admissionAuthority(
  ADMISSION_SYNTAX *as, GENERAL_NAME *aa);
const STACK_OF(ADMISSIONS) *ADMISSION_SYNTAX_get0_contentsOfAdmissions(
  const ADMISSION_SYNTAX *as);
void ADMISSION_SYNTAX_set0_contentsOfAdmissions(
  ADMISSION_SYNTAX *as, STACK_OF(ADMISSIONS) *a);
const GENERAL_NAME *ADMISSIONS_get0_admissionAuthority(const ADMISSIONS *a);
void ADMISSIONS_set0_admissionAuthority(ADMISSIONS *a, GENERAL_NAME *aa);
const NAMING_AUTHORITY *ADMISSIONS_get0_namingAuthority(const ADMISSIONS *a);
void ADMISSIONS_set0_namingAuthority(ADMISSIONS *a, NAMING_AUTHORITY *na);
const PROFESSION_INFOS *ADMISSIONS_get0_professionInfos(const ADMISSIONS *a);
void ADMISSIONS_set0_professionInfos(ADMISSIONS *a, PROFESSION_INFOS *pi);
const ASN1_OCTET_STRING *PROFESSION_INFO_get0_addProfessionInfo(
```

```
    const PROFESSION_INFO *pi);
void PROFESSION_INFO_set0_addProfessionInfo(
  PROFESSION_INFO *pi, ASN1_OCTET_STRING *aos);
const NAMING_AUTHORITY *PROFESSION_INFO_get0_namingAuthority(
  const PROFESSION_INFO *pi);
void PROFESSION_INFO_set0_namingAuthority(
  PROFESSION_INFO *pi, NAMING_AUTHORITY *na);
const STACK_OF(ASN1_STRING) *PROFESSION_INFO_get0_professionItems(
  const PROFESSION_INFO *pi);
void PROFESSION_INFO_set0_professionItems(
  PROFESSION_INFO *pi, STACK_OF(ASN1_STRING) *as);
const STACK_OF(ASN1_OBJECT) *PROFESSION_INFO_get0_professionOIDs(
  const PROFESSION_INFO *pi);
void PROFESSION_INFO_set0_professionOIDs(
  PROFESSION_INFO *pi, STACK_OF(ASN1_OBJECT) *po);
const ASN1_PRINTABLESTRING *PROFESSION_INFO_get0_registrationNumber(
  const PROFESSION_INFO *pi);
void PROFESSION_INFO_set0_registrationNumber(
  PROFESSION_INFO *pi, ASN1_PRINTABLESTRING *rn);

# ifdef  __cplusplus
}
# endif
#endif
```

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```
/*
* WARNING: do not edit!
* Generated by Makefile from providers/common/include/prov/der_ec.h.in
*
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* https://www.openssl.org/source/license.html
*/

#include "crypto/ec.h"
#include "internal/der.h"
```

```
/* Well known OIDs precompiled */

/*
* ecdsa-with-SHA1 OBJECT IDENTIFIER ::= { id-ecSigType 1 }
*/
#define DER_OID_V_ecdsa_with_SHA1 DER_P_OBJECT, 7, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x04, 0x01
#define DER_OID_SZ_ecdsa_with_SHA1 9
extern const unsigned char ossl_der_oid_ecdsa_with_SHA1[DER_OID_SZ_ecdsa_with_SHA1];

/*
* id-ecPublicKey OBJECT IDENTIFIER ::= { id-publicKeyType 1 }
*/
#define DER_OID_V_id_ecPublicKey DER_P_OBJECT, 7, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x02, 0x01
#define DER_OID_SZ_id_ecPublicKey 9
extern
 const unsigned char ossl_der_oid_id_ecPublicKey[DER_OID_SZ_id_ecPublicKey];

/*
* c2pnb163v1  OBJECT IDENTIFIER  ::=  { c-TwoCurve  1 }
*/
#define DER_OID_V_c2pnb163v1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x01
#define DER_OID_SZ_c2pnb163v1 10
extern const unsigned char ossl_der_oid_c2pnb163v1[DER_OID_SZ_c2pnb163v1];

/*
* c2pnb163v2  OBJECT IDENTIFIER  ::=  { c-TwoCurve  2 }
*/
#define DER_OID_V_c2pnb163v2 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x02
#define DER_OID_SZ_c2pnb163v2 10
extern const unsigned char ossl_der_oid_c2pnb163v2[DER_OID_SZ_c2pnb163v2];

/*
* c2pnb163v3  OBJECT IDENTIFIER  ::=  { c-TwoCurve  3 }
*/
#define DER_OID_V_c2pnb163v3 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x03
#define DER_OID_SZ_c2pnb163v3 10
extern const unsigned char ossl_der_oid_c2pnb163v3[DER_OID_SZ_c2pnb163v3];

/*
* c2pnb176w1  OBJECT IDENTIFIER  ::=  { c-TwoCurve  4 }
*/
#define DER_OID_V_c2pnb176w1 DER_P_OBJECT, 8, 0x2A, 0x86,
 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x04
#define DER_OID_SZ_c2pnb176w1 10
extern const unsigned char ossl_der_oid_c2pnb176w1[DER_OID_SZ_c2pnb176w1];

/*
```

```
* c2tnb191v1  OBJECT IDENTIFIER  ::=  { c-TwoCurve  5 }
*/
#define DER_OID_V_c2tnb191v1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x05
#define DER_OID_SZ_c2tnb191v1 10
extern const unsigned char ossl_der_oid_c2tnb191v1[DER_OID_SZ_c2tnb191v1];

/*
* c2tnb191v2  OBJECT IDENTIFIER  ::=  { c-TwoCurve  6 }
*/
#define DER_OID_V_c2tnb191v2 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x06
#define DER_OID_SZ_c2tnb191v2 10
extern const unsigned char ossl_der_oid_c2tnb191v2[DER_OID_SZ_c2tnb191v2];

/*
* c2tnb191v3  OBJECT IDENTIFIER  ::=  { c-TwoCurve  7 }
*/
#define DER_OID_V_c2tnb191v3 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x07
#define DER_OID_SZ_c2tnb191v3 10
extern const unsigned char ossl_der_oid_c2tnb191v3[DER_OID_SZ_c2tnb191v3];

/*
* c2onb191v4  OBJECT IDENTIFIER  ::=  { c-TwoCurve
  8 }
*/
#define DER_OID_V_c2onb191v4 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x08
#define DER_OID_SZ_c2onb191v4 10
extern const unsigned char ossl_der_oid_c2onb191v4[DER_OID_SZ_c2onb191v4];

/*
* c2onb191v5  OBJECT IDENTIFIER  ::=  { c-TwoCurve  9 }
*/
#define DER_OID_V_c2onb191v5 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x09
#define DER_OID_SZ_c2onb191v5 10
extern const unsigned char ossl_der_oid_c2onb191v5[DER_OID_SZ_c2onb191v5];

/*
* c2pnb208w1  OBJECT IDENTIFIER  ::=  { c-TwoCurve 10 }
*/
#define DER_OID_V_c2pnb208w1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x0A
#define DER_OID_SZ_c2pnb208w1 10
extern const unsigned char ossl_der_oid_c2pnb208w1[DER_OID_SZ_c2pnb208w1];

/*
* c2tnb239v1  OBJECT IDENTIFIER  ::=  { c-TwoCurve 11 }
*/
#define DER_OID_V_c2tnb239v1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x0B
#define DER_OID_SZ_c2tnb239v1 10
extern const unsigned char ossl_der_oid_c2tnb239v1[DER_OID_SZ_c2tnb239v1];
```

```
/*
 * c2tnb239v2  OBJECT IDENTIFIER  ::=  { c-TwoCurve 12 }
*/
#define DER_OID_V_c2tnb239v2 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x0C
#define DER_OID_SZ_c2tnb239v2 10
extern const unsigned char ossl_der_oid_c2tnb239v2[DER_OID_SZ_c2tnb239v2];

/*
* c2tnb239v3  OBJECT IDENTIFIER  ::=  { c-TwoCurve 13 }
*/
#define DER_OID_V_c2tnb239v3 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x0D
#define DER_OID_SZ_c2tnb239v3 10
extern const unsigned char ossl_der_oid_c2tnb239v3[DER_OID_SZ_c2tnb239v3];

/*
* c2onb239v4  OBJECT IDENTIFIER  ::=  { c-TwoCurve 14 }
*/
#define DER_OID_V_c2onb239v4 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x0E
#define DER_OID_SZ_c2onb239v4 10
extern const unsigned char ossl_der_oid_c2onb239v4[DER_OID_SZ_c2onb239v4];

/*
* c2onb239v5  OBJECT IDENTIFIER  ::=  { c-TwoCurve 15 }
*/
#define DER_OID_V_c2onb239v5 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x0F
#define DER_OID_SZ_c2onb239v5 10
extern
 const unsigned char ossl_der_oid_c2onb239v5[DER_OID_SZ_c2onb239v5];

/*
* c2pnb272w1  OBJECT IDENTIFIER  ::=  { c-TwoCurve 16 }
*/
#define DER_OID_V_c2pnb272w1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x10
#define DER_OID_SZ_c2pnb272w1 10
extern const unsigned char ossl_der_oid_c2pnb272w1[DER_OID_SZ_c2pnb272w1];

/*
* c2pnb304w1  OBJECT IDENTIFIER  ::=  { c-TwoCurve 17 }
*/
#define DER_OID_V_c2pnb304w1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x11
#define DER_OID_SZ_c2pnb304w1 10
extern const unsigned char ossl_der_oid_c2pnb304w1[DER_OID_SZ_c2pnb304w1];

/*
* c2tnb359v1  OBJECT IDENTIFIER  ::=  { c-TwoCurve 18 }
*/
#define DER_OID_V_c2tnb359v1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x12
```

```
#define DER_OID_SZ_c2tnb359v1 10
extern const unsigned char ossl_der_oid_c2tnb359v1[DER_OID_SZ_c2tnb359v1];

/*
* c2pnb368w1  OBJECT IDENTIFIER  ::=  { c-TwoCurve 19 }
*/
#define DER_OID_V_c2pnb368w1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48,
 0xCE, 0x3D, 0x03, 0x00, 0x13
#define DER_OID_SZ_c2pnb368w1 10
extern const unsigned char ossl_der_oid_c2pnb368w1[DER_OID_SZ_c2pnb368w1];

/*
* c2tnb431r1  OBJECT IDENTIFIER  ::=  { c-TwoCurve 20 }
*/
#define DER_OID_V_c2tnb431r1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x00, 0x14
#define DER_OID_SZ_c2tnb431r1 10
extern const unsigned char ossl_der_oid_c2tnb431r1[DER_OID_SZ_c2tnb431r1];

/*
* prime192v1  OBJECT IDENTIFIER  ::=  { primeCurve  1 }
*/
#define DER_OID_V_prime192v1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x01, 0x01
#define DER_OID_SZ_prime192v1 10
extern const unsigned char ossl_der_oid_prime192v1[DER_OID_SZ_prime192v1];

/*
* prime192v2  OBJECT IDENTIFIER  ::=  { primeCurve  2 }
*/
#define DER_OID_V_prime192v2 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x01, 0x02
#define DER_OID_SZ_prime192v2 10
extern const unsigned char ossl_der_oid_prime192v2[DER_OID_SZ_prime192v2];

/*
* prime192v3  OBJECT IDENTIFIER  ::=  { primeCurve  3 }
*/
#define
 DER_OID_V_prime192v3 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x01, 0x03
#define DER_OID_SZ_prime192v3 10
extern const unsigned char ossl_der_oid_prime192v3[DER_OID_SZ_prime192v3];

/*
* prime239v1  OBJECT IDENTIFIER  ::=  { primeCurve  4 }
*/
#define DER_OID_V_prime239v1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x01, 0x04
#define DER_OID_SZ_prime239v1 10
extern const unsigned char ossl_der_oid_prime239v1[DER_OID_SZ_prime239v1];

/*
```

```
* prime239v2  OBJECT IDENTIFIER  ::=  { primeCurve  5 }
*/
#define DER_OID_V_prime239v2 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x01, 0x05
#define DER_OID_SZ_prime239v2 10
extern const unsigned char ossl_der_oid_prime239v2[DER_OID_SZ_prime239v2];

/*
* prime239v3  OBJECT IDENTIFIER  ::=  { primeCurve  6 }
*/
#define DER_OID_V_prime239v3 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x01, 0x06
#define DER_OID_SZ_prime239v3 10
extern const unsigned char ossl_der_oid_prime239v3[DER_OID_SZ_prime239v3];

/*
 * prime256v1  OBJECT IDENTIFIER  ::=  { primeCurve  7 }
*/
#define DER_OID_V_prime256v1 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x03, 0x01, 0x07
#define DER_OID_SZ_prime256v1 10
extern const unsigned char ossl_der_oid_prime256v1[DER_OID_SZ_prime256v1];

/*
* ecdsa-with-SHA224 OBJECT IDENTIFIER ::= { iso(1) member-body(2)
*      us(840) ansi-X9-62(10045) signatures(4) ecdsa-with-SHA2(3) 1 }
*/
#define DER_OID_V_ecdsa_with_SHA224 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x04, 0x03,
0x01
#define DER_OID_SZ_ecdsa_with_SHA224 10
extern const unsigned char ossl_der_oid_ecdsa_with_SHA224[DER_OID_SZ_ecdsa_with_SHA224];

/*
* ecdsa-with-SHA256 OBJECT IDENTIFIER ::= { iso(1) member-body(2)
*      us(840) ansi-X9-62(10045) signatures(4) ecdsa-with-SHA2(3) 2 }
*/
#define DER_OID_V_ecdsa_with_SHA256 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x04, 0x03,
0x02
#define DER_OID_SZ_ecdsa_with_SHA256 10
extern const unsigned char ossl_der_oid_ecdsa_with_SHA256[DER_OID_SZ_ecdsa_with_SHA256];

/*
 * ecdsa-with-SHA384 OBJECT IDENTIFIER ::= { iso(1) member-body(2)
*      us(840) ansi-X9-62(10045) signatures(4) ecdsa-with-SHA2(3) 3 }
*/
#define DER_OID_V_ecdsa_with_SHA384 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x04, 0x03,
0x03
#define DER_OID_SZ_ecdsa_with_SHA384 10
extern const unsigned char ossl_der_oid_ecdsa_with_SHA384[DER_OID_SZ_ecdsa_with_SHA384];

/*
```

```
* ecdsa-with-SHA512 OBJECT IDENTIFIER ::= { iso(1) member-body(2)
*      us(840) ansi-X9-62(10045) signatures(4) ecdsa-with-SHA2(3) 4 }
*/
#define DER_OID_V_ecdsa_with_SHA512 DER_P_OBJECT, 8, 0x2A, 0x86, 0x48, 0xCE, 0x3D, 0x04, 0x03,
0x04
#define DER_OID_SZ_ecdsa_with_SHA512 10
extern const unsigned char ossl_der_oid_ecdsa_with_SHA512[DER_OID_SZ_ecdsa_with_SHA512];

/*
* id-ecdsa-with-sha3-224 OBJECT IDENTIFIER ::= { sigAlgs 9 }
*/
#define DER_OID_V_id_ecdsa_with_sha3_224 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x03, 0x09
#define DER_OID_SZ_id_ecdsa_with_sha3_224 11
extern const
 unsigned char ossl_der_oid_id_ecdsa_with_sha3_224[DER_OID_SZ_id_ecdsa_with_sha3_224];

/*
* id-ecdsa-with-sha3-256 OBJECT IDENTIFIER ::= { sigAlgs 10 }
*/
#define DER_OID_V_id_ecdsa_with_sha3_256 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x03, 0x0A
#define DER_OID_SZ_id_ecdsa_with_sha3_256 11
extern const unsigned char ossl_der_oid_id_ecdsa_with_sha3_256[DER_OID_SZ_id_ecdsa_with_sha3_256];

/*
* id-ecdsa-with-sha3-384 OBJECT IDENTIFIER ::= { sigAlgs 11 }
*/
#define DER_OID_V_id_ecdsa_with_sha3_384 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x03, 0x0B
#define DER_OID_SZ_id_ecdsa_with_sha3_384 11
extern const unsigned char ossl_der_oid_id_ecdsa_with_sha3_384[DER_OID_SZ_id_ecdsa_with_sha3_384];

/*
* id-ecdsa-with-sha3-512 OBJECT IDENTIFIER ::= { sigAlgs 12 }
*/
#define DER_OID_V_id_ecdsa_with_sha3_512 DER_P_OBJECT, 9, 0x60, 0x86, 0x48, 0x01, 0x65, 0x03, 0x04,
0x03, 0x0C
#define DER_OID_SZ_id_ecdsa_with_sha3_512 11
extern const unsigned char ossl_der_oid_id_ecdsa_with_sha3_512[DER_OID_SZ_id_ecdsa_with_sha3_512];


/*
 Subject Public Key Info */
int ossl_DER_w_algorithmIdentifier_EC(WPACKET *pkt, int cont, EC_KEY *ec);
/* Signature */
int ossl_DER_w_algorithmIdentifier_ECDSA_with_MD(WPACKET *pkt, int cont,
                                 EC_KEY *ec, int mdnid);
```

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```
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*/

#ifndef OSSL_CRYPTO_BN_CONF_H
# define OSSL_CRYPTO_BN_CONF_H
# pragma once

/*
* The contents of this file are not used in the UEFI build, as
* both 32-bit and 64-bit builds are supported from a single run
* of the Configure script.
*/

/* Should we define BN_DIV2W here? */

/* Only one for the following should be defined */
#define SIXTY_FOUR_BIT_LONG
#undef SIXTY_FOUR_BIT
#undef THIRTY_TWO_BIT

#endif
```

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```
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* WARNING: do not edit!
* Generated by configdata.pm from Configurations/common0.tmpl, Configurations/unix-Makefile.tmpl
* via Makefile.in
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*/

#ifndef OPENSSL_CONFIGURATION_H
# define OPENSSL_CONFIGURATION_H
# pragma once

# ifdef  __cplusplus
extern "C" {
# endif

# ifdef OPENSSL_ALGORITHM_DEFINES
#  error OPENSSL_ALGORITHM_DEFINES no longer supported
# endif

/*
* OpenSSL was configured with the following options:
*/

# define OPENSSL_CONFIGURED_API 30000
```

```
# ifndef OPENSSL_RAND_SEED_OS
#  define OPENSSL_RAND_SEED_OS
# endif
# ifndef OPENSSL_THREADS
#  define OPENSSL_THREADS
# endif
# ifndef OPENSSL_NO_AFALGENG
#  define OPENSSL_NO_AFALGENG
# endif
# ifndef
 OPENSSL_NO_ASAN
#  define OPENSSL_NO_ASAN
# endif
# ifndef OPENSSL_NO_ASM
#  define OPENSSL_NO_ASM
# endif
# ifndef OPENSSL_NO_COMP
#  define OPENSSL_NO_COMP
# endif
# ifndef OPENSSL_NO_CRYPTO_MDEBUG
#  define OPENSSL_NO_CRYPTO_MDEBUG
# endif
# ifndef OPENSSL_NO_CRYPTO_MDEBUG_BACKTRACE
#  define OPENSSL_NO_CRYPTO_MDEBUG_BACKTRACE
# endif
# ifndef OPENSSL_NO_EC_NISTP_64_GCC_128
#  define OPENSSL_NO_EC_NISTP_64_GCC_128
# endif
# ifndef OPENSSL_NO_EGD
#  define OPENSSL_NO_EGD
# endif
# ifndef OPENSSL_NO_EXTERNAL_TESTS
#  define OPENSSL_NO_EXTERNAL_TESTS
# endif
# ifndef OPENSSL_NO_FUZZ_AFL
#  define OPENSSL_NO_FUZZ_AFL
# endif
# ifndef OPENSSL_NO_FUZZ_LIBFUZZER
#  define OPENSSL_NO_FUZZ_LIBFUZZER
# endif
# ifndef OPENSSL_NO_KTLS
#  define OPENSSL_NO_KTLS
# endif
# ifndef OPENSSL_NO_LOADERENG
#  define OPENSSL_NO_LOADERENG
# endif
# ifndef OPENSSL_NO_MD2
#  define OPENSSL_NO_MD2
```

```
# endif
# ifndef OPENSSL_NO_MSAN
#  define OPENSSL_NO_MSAN
# endif
# ifndef OPENSSL_NO_RC5
#  define OPENSSL_NO_RC5
#
 endif
# ifndef OPENSSL_NO_SCTP
#  define OPENSSL_NO_SCTP
# endif
# ifndef OPENSSL_NO_SSL3
#  define OPENSSL_NO_SSL3
# endif
# ifndef OPENSSL_NO_SSL3_METHOD
#  define OPENSSL_NO_SSL3_METHOD
# endif
# ifndef OPENSSL_NO_TRACE
#  define OPENSSL_NO_TRACE
# endif
# ifndef OPENSSL_NO_UBSAN
#  define OPENSSL_NO_UBSAN
# endif
# ifndef OPENSSL_NO_UNIT_TEST
#  define OPENSSL_NO_UNIT_TEST
# endif
# ifndef OPENSSL_NO_UPLINK
#  define OPENSSL_NO_UPLINK
# endif
# ifndef OPENSSL_NO_WEAK_SSL_CIPHERS
#  define OPENSSL_NO_WEAK_SSL_CIPHERS
# endif
# ifndef OPENSSL_NO_DYNAMIC_ENGINE
#  define OPENSSL_NO_DYNAMIC_ENGINE
# endif


/* Generate 80386 code? */
# undef I386_ONLY

/*
* The following are cipher-specific, but are part of the public API.
*/
# if !defined(OPENSSL_SYS_UEFI)
#  undef BN_LLONG
/* Only one for the following should be defined */
#  define SIXTY_FOUR_BIT_LONG
#  undef SIXTY_FOUR_BIT
```

```
#  undef THIRTY_TWO_BIT
# endif

# define RC4_INT unsigned int

# ifdef  __cplusplus
}
# endif

#endif
                    /* OPENSSL_CONFIGURATION_H */
/*
* WARNING: do not edit!
* Generated by Makefile from providers/common/include/prov/der_sm2.h.in
*
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*/

#include "crypto/ec.h"
#include "internal/der.h"

/* Well known OIDs precompiled */

/*
* sm2-with-SM3 OBJECT IDENTIFIER ::= { sm-scheme 501 }
*/
#define DER_OID_V_sm2_with_SM3 DER_P_OBJECT, 8, 0x2A, 0x81, 0x1C, 0xCF, 0x55, 0x01, 0x83, 0x75
#define DER_OID_SZ_sm2_with_SM3 10
extern const unsigned char ossl_der_oid_sm2_with_SM3[DER_OID_SZ_sm2_with_SM3];

/*
* curveSM2 OBJECT IDENTIFIER ::= { sm-scheme 301 }
*/
#define DER_OID_V_curveSM2 DER_P_OBJECT, 8, 0x2A, 0x81, 0x1C, 0xCF, 0x55, 0x01, 0x82, 0x2D
#define DER_OID_SZ_curveSM2 10
extern const unsigned char
 ossl_der_oid_curveSM2[DER_OID_SZ_curveSM2];


/* Subject Public Key Info */
int ossl_DER_w_algorithmIdentifier_SM2(WPACKET *pkt, int cont, EC_KEY *ec);
/* Signature */
int ossl_DER_w_algorithmIdentifier_SM2_with_MD(WPACKET *pkt, int cont,
```

EC_KEY *ec, int mdnid);

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```
#ifndef SRC_PERMISSION_PERMISSION_BASE_H_
#define SRC_PERMISSION_PERMISSION_BASE_H_

#if defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS

#include <map>
#include <string>
#include <string_view>
#include "v8.h"

namespace node {

class Environment;

namespace permission {

#define FILESYSTEM_PERMISSIONS(V)                                    \
 V(FileSystem, "fs", PermissionsRoot, "")                            \
 V(FileSystemRead, "fs.read", FileSystem, "--allow-fs-read")         \
 V(FileSystemWrite, "fs.write", FileSystem, "--allow-fs-write")

#define CHILD_PROCESS_PERMISSIONS(V)                                 \
 V(ChildProcess, "child", PermissionsRoot, "--allow-child-process")

#define WASI_PERMISSIONS(V) V(WASI, "wasi", PermissionsRoot, "--allow-wasi")

#define WORKER_THREADS_PERMISSIONS(V)                                \
 V(WorkerThreads, "worker", PermissionsRoot, "--allow-worker")

#define INSPECTOR_PERMISSIONS(V) V(Inspector,
```

```
 "inspector", PermissionsRoot, "")

#define PERMISSIONS(V)                                      \
 FILESYSTEM_PERMISSIONS(V)                                      \
 CHILD_PROCESS_PERMISSIONS(V)                                     \
 WASI_PERMISSIONS(V)                                      \
 WORKER_THREADS_PERMISSIONS(V)                                      \
 INSPECTOR_PERMISSIONS(V)

#define V(name, _, __, ___) k##name,
enum class PermissionScope {
 kPermissionsRoot = -1,
 PERMISSIONS(V) kPermissionsCount
};
#undef V

class PermissionBase {
public:
 virtual void Apply(Environment* env,
                    const std::vector<std::string>& allow,
                    PermissionScope scope) = 0;
 virtual bool is_granted(Environment* env,
                         PermissionScope perm,
                         const std::string_view& param = "") const = 0;
};

}  // namespace permission

}  // namespace
 node

#endif  // defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS
#endif  // SRC_PERMISSION_PERMISSION_BASE_H_
```

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```
/*
* WARNING: do not edit!
* Generated by apps/progs.pl
*
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*
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* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/

#include "function.h"

extern int asn1parse_main(int argc, char *argv[]);
extern int ca_main(int argc, char *argv[]);
extern int ciphers_main(int argc, char *argv[]);
extern int cmp_main(int argc, char *argv[]);
extern int cms_main(int argc, char *argv[]);
extern int crl_main(int argc, char *argv[]);
extern int crl2pkcs7_main(int argc, char *argv[]);
extern int dgst_main(int argc, char *argv[]);
extern int dhparam_main(int argc, char *argv[]);
extern int dsa_main(int argc, char *argv[]);
extern int dsaparam_main(int argc, char *argv[]);
extern int ec_main(int argc, char *argv[]);
extern int ecparam_main(int
```

```
 argc, char *argv[]);
extern int enc_main(int argc, char *argv[]);
extern int engine_main(int argc, char *argv[]);
extern int errstr_main(int argc, char *argv[]);
extern int fipsinstall_main(int argc, char *argv[]);
extern int gendsa_main(int argc, char *argv[]);
extern int genpkey_main(int argc, char *argv[]);
extern int genrsa_main(int argc, char *argv[]);
extern int help_main(int argc, char *argv[]);
extern int info_main(int argc, char *argv[]);
extern int kdf_main(int argc, char *argv[]);
extern int list_main(int argc, char *argv[]);
extern int mac_main(int argc, char *argv[]);
extern int nseq_main(int argc, char *argv[]);
extern int ocsp_main(int argc, char *argv[]);
extern int passwd_main(int argc, char *argv[]);
extern int pkcs12_main(int argc, char *argv[]);
extern int pkcs7_main(int argc, char *argv[]);
extern int pkcs8_main(int argc, char *argv[]);
extern int pkey_main(int argc, char *argv[]);
extern int pkeyparam_main(int argc, char *argv[]);
extern int pkeyutl_main(int
 argc, char *argv[]);
extern int prime_main(int argc, char *argv[]);
extern int rand_main(int argc, char *argv[]);
extern int rehash_main(int argc, char *argv[]);
extern int req_main(int argc, char *argv[]);
extern int rsa_main(int argc, char *argv[]);
extern int rsautl_main(int argc, char *argv[]);
extern int s_client_main(int argc, char *argv[]);
extern int s_server_main(int argc, char *argv[]);
extern int s_time_main(int argc, char *argv[]);
extern int sess_id_main(int argc, char *argv[]);
extern int smime_main(int argc, char *argv[]);
extern int speed_main(int argc, char *argv[]);
extern int spkac_main(int argc, char *argv[]);
extern int srp_main(int argc, char *argv[]);
extern int storeutl_main(int argc, char *argv[]);
extern int ts_main(int argc, char *argv[]);
extern int verify_main(int argc, char *argv[]);
extern int version_main(int argc, char *argv[]);
extern int x509_main(int argc, char *argv[]);

extern const OPTIONS asn1parse_options[];
extern const OPTIONS ca_options[];
extern
 const OPTIONS ciphers_options[];
extern const OPTIONS cmp_options[];
```

```
extern const OPTIONS cms_options[];
extern const OPTIONS crl_options[];
extern const OPTIONS crl2pkcs7_options[];
extern const OPTIONS dgst_options[];
extern const OPTIONS dhparam_options[];
extern const OPTIONS dsa_options[];
extern const OPTIONS dsaparam_options[];
extern const OPTIONS ec_options[];
extern const OPTIONS ecparam_options[];
extern const OPTIONS enc_options[];
extern const OPTIONS engine_options[];
extern const OPTIONS errstr_options[];
extern const OPTIONS fipsinstall_options[];
extern const OPTIONS gendsa_options[];
extern const OPTIONS genpkey_options[];
extern const OPTIONS genrsa_options[];
extern const OPTIONS help_options[];
extern const OPTIONS info_options[];
extern const OPTIONS kdf_options[];
extern const OPTIONS list_options[];
extern const OPTIONS mac_options[];
extern const OPTIONS nseq_options[];
extern const OPTIONS ocsp_options[];
extern const OPTIONS passwd_options[];
extern
 const OPTIONS pkcs12_options[];
extern const OPTIONS pkcs7_options[];
extern const OPTIONS pkcs8_options[];
extern const OPTIONS pkey_options[];
extern const OPTIONS pkeyparam_options[];
extern const OPTIONS pkeyutl_options[];
extern const OPTIONS prime_options[];
extern const OPTIONS rand_options[];
extern const OPTIONS rehash_options[];
extern const OPTIONS req_options[];
extern const OPTIONS rsa_options[];
extern const OPTIONS rsautl_options[];
extern const OPTIONS s_client_options[];
extern const OPTIONS s_server_options[];
extern const OPTIONS s_time_options[];
extern const OPTIONS sess_id_options[];
extern const OPTIONS smime_options[];
extern const OPTIONS speed_options[];
extern const OPTIONS spkac_options[];
extern const OPTIONS srp_options[];
extern const OPTIONS storeutl_options[];
extern const OPTIONS ts_options[];
extern const OPTIONS verify_options[];
```

```
extern const OPTIONS version_options[];
extern const OPTIONS x509_options[];

extern FUNCTION functions[];
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/bio.h.in
*
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* this file except in compliance with the License.  You can obtain a copy
* in the file LICENSE in the source distribution or at
* https://www.openssl.org/source/license.html
*/


#ifndef OPENSSL_BIO_H
# define OPENSSL_BIO_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_BIO_H
# endif

# include <openssl/e_os2.h>

# ifndef OPENSSL_NO_STDIO
#  include <stdio.h>
# endif
# include <stdarg.h>

# include <openssl/crypto.h>
# include <openssl/bioerr.h>
# include <openssl/core.h>

#ifdef  __cplusplus
extern "C" {
#endif

/* There are the classes of BIOs */
# define BIO_TYPE_DESCRIPTOR     0x0100 /* socket, fd, connect or accept */
# define BIO_TYPE_FILTER         0x0200
# define BIO_TYPE_SOURCE_SINK    0x0400

/*
```

```
 These are the 'types' of BIOs */
# define BIO_TYPE_NONE           0
# define BIO_TYPE_MEM           ( 1|BIO_TYPE_SOURCE_SINK)
# define BIO_TYPE_FILE          ( 2|BIO_TYPE_SOURCE_SINK)

# define BIO_TYPE_FD            ( 4|BIO_TYPE_SOURCE_SINK|BIO_TYPE_DESCRIPTOR)
# define BIO_TYPE_SOCKET        ( 5|BIO_TYPE_SOURCE_SINK|BIO_TYPE_DESCRIPTOR)
# define BIO_TYPE_NULL          ( 6|BIO_TYPE_SOURCE_SINK)
# define BIO_TYPE_SSL           ( 7|BIO_TYPE_FILTER)
# define BIO_TYPE_MD            ( 8|BIO_TYPE_FILTER)
# define BIO_TYPE_BUFFER        ( 9|BIO_TYPE_FILTER)
# define BIO_TYPE_CIPHER        (10|BIO_TYPE_FILTER)
# define BIO_TYPE_BASE64        (11|BIO_TYPE_FILTER)
# define BIO_TYPE_CONNECT       (12|BIO_TYPE_SOURCE_SINK|BIO_TYPE_DESCRIPTOR)
# define BIO_TYPE_ACCEPT        (13|BIO_TYPE_SOURCE_SINK|BIO_TYPE_DESCRIPTOR)

# define BIO_TYPE_NBIO_TEST     (16|BIO_TYPE_FILTER)/* server proxy BIO */
# define BIO_TYPE_NULL_FILTER    (17|BIO_TYPE_FILTER)
# define BIO_TYPE_BIO
   (19|BIO_TYPE_SOURCE_SINK)/* half a BIO pair */
# define BIO_TYPE_LINEBUFFER     (20|BIO_TYPE_FILTER)
# define BIO_TYPE_DGRAM         (21|BIO_TYPE_SOURCE_SINK|BIO_TYPE_DESCRIPTOR)
# define BIO_TYPE_ASN1          (22|BIO_TYPE_FILTER)
# define BIO_TYPE_COMP          (23|BIO_TYPE_FILTER)
# ifndef OPENSSL_NO_SCTP
#  define BIO_TYPE_DGRAM_SCTP    (24|BIO_TYPE_SOURCE_SINK|BIO_TYPE_DESCRIPTOR)
# endif
# define BIO_TYPE_CORE_TO_PROV   (25|BIO_TYPE_SOURCE_SINK)

#define BIO_TYPE_START          128

/*
* BIO_FILENAME_READ|BIO_CLOSE to open or close on free.
* BIO_set_fp(in,stdin,BIO_NOCLOSE);
*/
# define BIO_NOCLOSE            0x00
# define BIO_CLOSE              0x01

/*
* These are used in the following macros and are passed to BIO_ctrl()
*/
# define BIO_CTRL_RESET         1/* opt - rewind/zero etc */
# define BIO_CTRL_EOF           2/* opt - are we at the eof */
# define BIO_CTRL_INFO          3/* opt - extra tit-bits */
# define BIO_CTRL_SET           4/* man - set the 'IO'
 type */
# define BIO_CTRL_GET           5/* man - get the 'IO' type */
# define BIO_CTRL_PUSH          6/* opt - internal, used to signify change */
```

```
# define BIO_CTRL_POP           7/* opt - internal, used to signify change */
# define BIO_CTRL_GET_CLOSE     8/* man - set the 'close' on free */
# define BIO_CTRL_SET_CLOSE     9/* man - set the 'close' on free */
# define BIO_CTRL_PENDING       10/* opt - is their more data buffered */
# define BIO_CTRL_FLUSH         11/* opt - 'flush' buffered output */
# define BIO_CTRL_DUP           12/* man - extra stuff for 'duped' BIO */
# define BIO_CTRL_WPENDING      13/* opt - number of bytes still to write */
# define BIO_CTRL_SET_CALLBACK  14/* opt - set callback function */
# define BIO_CTRL_GET_CALLBACK  15/* opt - set callback function */

# define BIO_CTRL_PEEK          29/* BIO_f_buffer special */
# define BIO_CTRL_SET_FILENAME  30/* BIO_s_file special */

/* dgram BIO stuff */
# define BIO_CTRL_DGRAM_CONNECT       31/* BIO
 dgram special */
# define BIO_CTRL_DGRAM_SET_CONNECTED 32/* allow for an externally connected
                                * socket to be passed in */
# define BIO_CTRL_DGRAM_SET_RECV_TIMEOUT 33/* setsockopt, essentially */
# define BIO_CTRL_DGRAM_GET_RECV_TIMEOUT 34/* getsockopt, essentially */
# define BIO_CTRL_DGRAM_SET_SEND_TIMEOUT 35/* setsockopt, essentially */
# define BIO_CTRL_DGRAM_GET_SEND_TIMEOUT 36/* getsockopt, essentially */

# define BIO_CTRL_DGRAM_GET_RECV_TIMER_EXP 37/* flag whether the last */
# define BIO_CTRL_DGRAM_GET_SEND_TIMER_EXP 38/* I/O operation timed out */

/* #ifdef IP_MTU_DISCOVER */
# define BIO_CTRL_DGRAM_MTU_DISCOVER       39/* set DF bit on egress packets */
/* #endif */

# define BIO_CTRL_DGRAM_QUERY_MTU         40/* as kernel for current MTU */
# define BIO_CTRL_DGRAM_GET_FALLBACK_MTU  47
# define BIO_CTRL_DGRAM_GET_MTU           41/* get cached value for MTU */
# define BIO_CTRL_DGRAM_SET_MTU           42/* set cached value for MTU.
                                 * want to use this if asking
                                 * the kernel fails */

# define BIO_CTRL_DGRAM_MTU_EXCEEDED       43/* check whether the MTU was
                                 * exceed in the previous write
                                 * operation */

# define BIO_CTRL_DGRAM_GET_PEER          46
# define BIO_CTRL_DGRAM_SET_PEER          44/* Destination for the data */

# define BIO_CTRL_DGRAM_SET_NEXT_TIMEOUT  45/* Next DTLS handshake timeout
                                 * to adjust socket timeouts */
# define BIO_CTRL_DGRAM_SET_DONT_FRAG     48
```

```
# define BIO_CTRL_DGRAM_GET_MTU_OVERHEAD   49

/* Deliberately outside of OPENSSL_NO_SCTP - used in bss_dgram.c */
#  define BIO_CTRL_DGRAM_SCTP_SET_IN_HANDSHAKE    50
# ifndef OPENSSL_NO_SCTP
/* SCTP stuff */
#  define BIO_CTRL_DGRAM_SCTP_ADD_AUTH_KEY              51
#  define BIO_CTRL_DGRAM_SCTP_NEXT_AUTH_KEY
        52
#  define BIO_CTRL_DGRAM_SCTP_AUTH_CCS_RCVD             53
#  define BIO_CTRL_DGRAM_SCTP_GET_SNDINFO        60
#  define BIO_CTRL_DGRAM_SCTP_SET_SNDINFO        61
#  define BIO_CTRL_DGRAM_SCTP_GET_RCVINFO        62
#  define BIO_CTRL_DGRAM_SCTP_SET_RCVINFO        63
#  define BIO_CTRL_DGRAM_SCTP_GET_PRINFO              64
#  define BIO_CTRL_DGRAM_SCTP_SET_PRINFO              65
#  define BIO_CTRL_DGRAM_SCTP_SAVE_SHUTDOWN             70
# endif

# define BIO_CTRL_DGRAM_SET_PEEK_MODE      71

/*
* internal BIO:
* # define BIO_CTRL_SET_KTLS_SEND               72
* # define BIO_CTRL_SET_KTLS_SEND_CTRL_MSG       74
* # define BIO_CTRL_CLEAR_KTLS_CTRL_MSG          75
*/

# define BIO_CTRL_GET_KTLS_SEND               73
# define BIO_CTRL_GET_KTLS_RECV               76

# define BIO_CTRL_DGRAM_SCTP_WAIT_FOR_DRY       77
# define BIO_CTRL_DGRAM_SCTP_MSG_WAITING        78

/* BIO_f_prefix controls */
# define BIO_CTRL_SET_PREFIX                  79
# define
 BIO_CTRL_SET_INDENT                 80
# define BIO_CTRL_GET_INDENT                  81

# ifndef OPENSSL_NO_KTLS
#  define BIO_get_ktls_send(b)        \
   (BIO_ctrl(b, BIO_CTRL_GET_KTLS_SEND, 0, NULL) > 0)
#  define BIO_get_ktls_recv(b)        \
   (BIO_ctrl(b, BIO_CTRL_GET_KTLS_RECV, 0, NULL) > 0)
# else
#  define BIO_get_ktls_send(b)  (0)
#  define BIO_get_ktls_recv(b)  (0)
```

```
# endif

/* modifiers */
# define BIO_FP_READ            0x02
# define BIO_FP_WRITE           0x04
# define BIO_FP_APPEND          0x08
# define BIO_FP_TEXT            0x10

# define BIO_FLAGS_READ         0x01
# define BIO_FLAGS_WRITE        0x02
# define BIO_FLAGS_IO_SPECIAL    0x04
# define BIO_FLAGS_RWS (BIO_FLAGS_READ|BIO_FLAGS_WRITE|BIO_FLAGS_IO_SPECIAL)
# define BIO_FLAGS_SHOULD_RETRY  0x08
# ifndef OPENSSL_NO_DEPRECATED_3_0
/* This #define was replaced by an internal constant and should not be used. */
#  define BIO_FLAGS_UPLINK       0
# endif

# define BIO_FLAGS_BASE64_NO_NL  0x100

/*
 * This is used with memory BIOs:
* BIO_FLAGS_MEM_RDONLY means we shouldn't free up or change the data in any way;
* BIO_FLAGS_NONCLEAR_RST means we shouldn't clear data on reset.
*/
# define BIO_FLAGS_MEM_RDONLY    0x200
# define BIO_FLAGS_NONCLEAR_RST  0x400
# define BIO_FLAGS_IN_EOF        0x800

/* the BIO FLAGS values 0x1000 to 0x4000 are reserved for internal KTLS flags */

typedef union bio_addr_st BIO_ADDR;
typedef struct bio_addrinfo_st BIO_ADDRINFO;

int BIO_get_new_index(void);
void BIO_set_flags(BIO *b, int flags);
int BIO_test_flags(const BIO *b, int flags);
void BIO_clear_flags(BIO *b, int flags);

# define BIO_get_flags(b) BIO_test_flags(b, ~(0x0))
# define BIO_set_retry_special(b) \
            BIO_set_flags(b, (BIO_FLAGS_IO_SPECIAL|BIO_FLAGS_SHOULD_RETRY))
# define BIO_set_retry_read(b) \
            BIO_set_flags(b, (BIO_FLAGS_READ|BIO_FLAGS_SHOULD_RETRY))
# define BIO_set_retry_write(b) \
            BIO_set_flags(b, (BIO_FLAGS_WRITE|BIO_FLAGS_SHOULD_RETRY))

/*
```

```
 These are normally used internally in BIOs */
# define BIO_clear_retry_flags(b) \
        BIO_clear_flags(b, (BIO_FLAGS_RWS|BIO_FLAGS_SHOULD_RETRY))
# define BIO_get_retry_flags(b) \
        BIO_test_flags(b, (BIO_FLAGS_RWS|BIO_FLAGS_SHOULD_RETRY))

/* These should be used by the application to tell why we should retry */
# define BIO_should_read(a)          BIO_test_flags(a, BIO_FLAGS_READ)
# define BIO_should_write(a)         BIO_test_flags(a, BIO_FLAGS_WRITE)
# define BIO_should_io_special(a)    BIO_test_flags(a, BIO_FLAGS_IO_SPECIAL)
# define BIO_retry_type(a)           BIO_test_flags(a, BIO_FLAGS_RWS)
# define BIO_should_retry(a)         BIO_test_flags(a, BIO_FLAGS_SHOULD_RETRY)

/*
* The next three are used in conjunction with the BIO_should_io_special()
* condition.  After this returns true, BIO *BIO_get_retry_BIO(BIO *bio, int
* *reason); will walk the BIO stack and return the 'reason' for the special
* and the offending
 BIO. Given a BIO, BIO_get_retry_reason(bio) will return
* the code.
*/
/*
* Returned from the SSL bio when the certificate retrieval code had an error
*/
# define BIO_RR_SSL_X509_LOOKUP          0x01
/* Returned from the connect BIO when a connect would have blocked */
# define BIO_RR_CONNECT                  0x02
/* Returned from the accept BIO when an accept would have blocked */
# define BIO_RR_ACCEPT                   0x03

/* These are passed by the BIO callback */
# define BIO_CB_FREE     0x01
# define BIO_CB_READ     0x02
# define BIO_CB_WRITE    0x03
# define BIO_CB_PUTS     0x04
# define BIO_CB_GETS     0x05
# define BIO_CB_CTRL     0x06

/*
* The callback is called before and after the underling operation, The
* BIO_CB_RETURN flag indicates if it is after the call
*/
# define BIO_CB_RETURN   0x80
# define BIO_CB_return(a) ((a)|BIO_CB_RETURN)
# define BIO_cb_pre(a)   (!((a)&BIO_CB_RETURN))
# define BIO_cb_post(a)  ((a)&BIO_CB_RETURN)

# ifndef OPENSSL_NO_DEPRECATED_3_0
```

```
typedef
 long (*BIO_callback_fn)(BIO *b, int oper, const char *argp, int argi,
                         long argl, long ret);
OSSL_DEPRECATEDIN_3_0 BIO_callback_fn BIO_get_callback(const BIO *b);
OSSL_DEPRECATEDIN_3_0 void BIO_set_callback(BIO *b, BIO_callback_fn callback);
OSSL_DEPRECATEDIN_3_0 long BIO_debug_callback(BIO *bio, int cmd,
                                      const char *argp, int argi,
                                      long argl, long ret);
# endif

typedef long (*BIO_callback_fn_ex)(BIO *b, int oper, const char *argp,
                           size_t len, int argi,
                           long argl, int ret, size_t *processed);
BIO_callback_fn_ex BIO_get_callback_ex(const BIO *b);
void BIO_set_callback_ex(BIO *b, BIO_callback_fn_ex callback);
long BIO_debug_callback_ex(BIO *bio, int oper, const char *argp, size_t len,
                   int argi, long argl, int ret, size_t *processed);

char *BIO_get_callback_arg(const
 BIO *b);
void BIO_set_callback_arg(BIO *b, char *arg);

typedef struct bio_method_st BIO_METHOD;

const char *BIO_method_name(const BIO *b);
int BIO_method_type(const BIO *b);

typedef int BIO_info_cb(BIO *, int, int);
typedef BIO_info_cb bio_info_cb;  /* backward compatibility */

SKM_DEFINE_STACK_OF_INTERNAL(BIO, BIO, BIO)
#define sk_BIO_num(sk) OPENSSL_sk_num(ossl_check_const_BIO_sk_type(sk))
#define sk_BIO_value(sk, idx) ((BIO *)OPENSSL_sk_value(ossl_check_const_BIO_sk_type(sk), (idx)))
#define sk_BIO_new(cmp) ((STACK_OF(BIO) *)OPENSSL_sk_new(ossl_check_BIO_compfunc_type(cmp)))
#define sk_BIO_new_null() ((STACK_OF(BIO) *)OPENSSL_sk_new_null())
#define sk_BIO_new_reserve(cmp, n) ((STACK_OF(BIO)
*)OPENSSL_sk_new_reserve(ossl_check_BIO_compfunc_type(cmp), (n)))
#define sk_BIO_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_BIO_sk_type(sk), (n))
#define sk_BIO_free(sk) OPENSSL_sk_free(ossl_check_BIO_sk_type(sk))
#define sk_BIO_zero(sk) OPENSSL_sk_zero(ossl_check_BIO_sk_type(sk))
#define
 sk_BIO_delete(sk, i) ((BIO *)OPENSSL_sk_delete(ossl_check_BIO_sk_type(sk), (i)))
#define sk_BIO_delete_ptr(sk, ptr) ((BIO *)OPENSSL_sk_delete_ptr(ossl_check_BIO_sk_type(sk),
ossl_check_BIO_type(ptr)))
#define sk_BIO_push(sk, ptr) OPENSSL_sk_push(ossl_check_BIO_sk_type(sk), ossl_check_BIO_type(ptr))
#define sk_BIO_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_BIO_sk_type(sk), ossl_check_BIO_type(ptr))
#define sk_BIO_pop(sk) ((BIO *)OPENSSL_sk_pop(ossl_check_BIO_sk_type(sk)))
#define sk_BIO_shift(sk) ((BIO *)OPENSSL_sk_shift(ossl_check_BIO_sk_type(sk)))
```

```
#define sk_BIO_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_BIO_sk_type(sk),ossl_check_BIO_freefunc_type(freefunc))
#define sk_BIO_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_BIO_sk_type(sk), ossl_check_BIO_type(ptr),
(idx))
#define sk_BIO_set(sk, idx, ptr) ((BIO *)OPENSSL_sk_set(ossl_check_BIO_sk_type(sk), (idx),
ossl_check_BIO_type(ptr)))
#define sk_BIO_find(sk, ptr) OPENSSL_sk_find(ossl_check_BIO_sk_type(sk), ossl_check_BIO_type(ptr))
#define
 sk_BIO_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_BIO_sk_type(sk), ossl_check_BIO_type(ptr))
#define sk_BIO_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_BIO_sk_type(sk),
ossl_check_BIO_type(ptr), pnum)
#define sk_BIO_sort(sk) OPENSSL_sk_sort(ossl_check_BIO_sk_type(sk))
#define sk_BIO_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_BIO_sk_type(sk))
#define sk_BIO_dup(sk) ((STACK_OF(BIO) *)OPENSSL_sk_dup(ossl_check_const_BIO_sk_type(sk)))
#define sk_BIO_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(BIO)
*)OPENSSL_sk_deep_copy(ossl_check_const_BIO_sk_type(sk), ossl_check_BIO_copyfunc_type(copyfunc),
ossl_check_BIO_freefunc_type(freefunc)))
#define sk_BIO_set_cmp_func(sk, cmp)
((sk_BIO_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_BIO_sk_type(sk),
ossl_check_BIO_compfunc_type(cmp)))



/* Prefix and suffix callback in ASN1 BIO */
typedef int asn1_ps_func (BIO *b, unsigned char **pbuf, int *plen,
                          void *parg);

typedef void
 (*BIO_dgram_sctp_notification_handler_fn) (BIO *b,
                                            void *context,
                                            void *buf);
# ifndef OPENSSL_NO_SCTP
/* SCTP parameter structs */
struct bio_dgram_sctp_sndinfo {
  uint16_t snd_sid;
  uint16_t snd_flags;
  uint32_t snd_ppid;
  uint32_t snd_context;
};

struct bio_dgram_sctp_rcvinfo {
  uint16_t rcv_sid;
  uint16_t rcv_ssn;
  uint16_t rcv_flags;
  uint32_t rcv_ppid;
  uint32_t rcv_tsn;
  uint32_t rcv_cumtsn;
  uint32_t rcv_context;
```

```
};

struct bio_dgram_sctp_prinfo {
  uint16_t pr_policy;
  uint32_t pr_value;
};
# endif

/*
* #define BIO_CONN_get_param_hostname BIO_ctrl
*/

# define BIO_C_SET_CONNECT                       100
# define BIO_C_DO_STATE_MACHINE                  101
# define BIO_C_SET_NBIO                          102
/* # define BIO_C_SET_PROXY_PARAM                 103 */
# define BIO_C_SET_FD                            104
# define
 BIO_C_GET_FD                           105
# define BIO_C_SET_FILE_PTR                      106
# define BIO_C_GET_FILE_PTR                      107
# define BIO_C_SET_FILENAME                      108
# define BIO_C_SET_SSL                           109
# define BIO_C_GET_SSL                           110
# define BIO_C_SET_MD                            111
# define BIO_C_GET_MD                            112
# define BIO_C_GET_CIPHER_STATUS                 113
# define BIO_C_SET_BUF_MEM                       114
# define BIO_C_GET_BUF_MEM_PTR                   115
# define BIO_C_GET_BUFF_NUM_LINES                116
# define BIO_C_SET_BUFF_SIZE                     117
# define BIO_C_SET_ACCEPT                        118
# define BIO_C_SSL_MODE                          119
# define BIO_C_GET_MD_CTX                        120
/* # define BIO_C_GET_PROXY_PARAM                 121 */
# define BIO_C_SET_BUFF_READ_DATA                122/* data to read first */
# define BIO_C_GET_CONNECT
                 123
# define BIO_C_GET_ACCEPT                        124
# define BIO_C_SET_SSL_RENEGOTIATE_BYTES         125
# define BIO_C_GET_SSL_NUM_RENEGOTIATES          126
# define BIO_C_SET_SSL_RENEGOTIATE_TIMEOUT       127
# define BIO_C_FILE_SEEK                         128
# define BIO_C_GET_CIPHER_CTX                    129
# define BIO_C_SET_BUF_MEM_EOF_RETURN            130/* return end of input
                                     * value */
# define BIO_C_SET_BIND_MODE                     131
# define BIO_C_GET_BIND_MODE                     132
```

```
# define BIO_C_FILE_TELL                 133
# define BIO_C_GET_SOCKS                 134
# define BIO_C_SET_SOCKS                 135

# define BIO_C_SET_WRITE_BUF_SIZE        136/* for BIO_s_bio */
# define BIO_C_GET_WRITE_BUF_SIZE        137
# define BIO_C_MAKE_BIO_PAIR             138
# define BIO_C_DESTROY_BIO_PAIR          139
# define BIO_C_GET_WRITE_GUARANTEE
        140
# define BIO_C_GET_READ_REQUEST          141
# define BIO_C_SHUTDOWN_WR               142
# define BIO_C_NREAD0                    143
# define BIO_C_NREAD                     144
# define BIO_C_NWRITE0                   145
# define BIO_C_NWRITE                    146
# define BIO_C_RESET_READ_REQUEST        147
# define BIO_C_SET_MD_CTX                148

# define BIO_C_SET_PREFIX                149
# define BIO_C_GET_PREFIX                150
# define BIO_C_SET_SUFFIX                151
# define BIO_C_GET_SUFFIX                152

# define BIO_C_SET_EX_ARG                153
# define BIO_C_GET_EX_ARG                154

# define BIO_C_SET_CONNECT_MODE          155

# define BIO_set_app_data(s,arg)         BIO_set_ex_data(s,0,arg)
# define BIO_get_app_data(s)             BIO_get_ex_data(s,0)

# define BIO_set_nbio(b,n)
     BIO_ctrl(b,BIO_C_SET_NBIO,(n),NULL)

# ifndef OPENSSL_NO_SOCK
/* IP families we support, for BIO_s_connect() and BIO_s_accept() */
/* Note: the underlying operating system may not support some of them */
#  define BIO_FAMILY_IPV4                4
#  define BIO_FAMILY_IPV6                6
#  define BIO_FAMILY_IPANY               256

/* BIO_s_connect() */
#  define BIO_set_conn_hostname(b,name) BIO_ctrl(b,BIO_C_SET_CONNECT,0, \
                                (char *)(name))
#  define BIO_set_conn_port(b,port)     BIO_ctrl(b,BIO_C_SET_CONNECT,1, \
                                (char *)(port))
#  define BIO_set_conn_address(b,addr)  BIO_ctrl(b,BIO_C_SET_CONNECT,2, \
```

```
                                (char *)(addr))
# define BIO_set_conn_ip_family(b,f)   BIO_int_ctrl(b,BIO_C_SET_CONNECT,3,f)
# define BIO_get_conn_hostname(b)      ((const char *)BIO_ptr_ctrl(b,BIO_C_GET_CONNECT,0))
# define BIO_get_conn_port(b)
        ((const char *)BIO_ptr_ctrl(b,BIO_C_GET_CONNECT,1))
# define BIO_get_conn_address(b)       ((const BIO_ADDR *)BIO_ptr_ctrl(b,BIO_C_GET_CONNECT,2))
# define BIO_get_conn_ip_family(b)     BIO_ctrl(b,BIO_C_GET_CONNECT,3,NULL)
# define BIO_set_conn_mode(b,n)        BIO_ctrl(b,BIO_C_SET_CONNECT_MODE,(n),NULL)

/* BIO_s_accept() */
# define BIO_set_accept_name(b,name)   BIO_ctrl(b,BIO_C_SET_ACCEPT,0, \
                                (char *)(name))
# define BIO_set_accept_port(b,port)   BIO_ctrl(b,BIO_C_SET_ACCEPT,1, \
                                (char *)(port))
# define BIO_get_accept_name(b)        ((const char *)BIO_ptr_ctrl(b,BIO_C_GET_ACCEPT,0))
# define BIO_get_accept_port(b)        ((const char *)BIO_ptr_ctrl(b,BIO_C_GET_ACCEPT,1))
# define BIO_get_peer_name(b)          ((const char *)BIO_ptr_ctrl(b,BIO_C_GET_ACCEPT,2))
# define BIO_get_peer_port(b)          ((const char *)BIO_ptr_ctrl(b,BIO_C_GET_ACCEPT,3))
/* #define
 BIO_set_nbio(b,n)    BIO_ctrl(b,BIO_C_SET_NBIO,(n),NULL) */
# define BIO_set_nbio_accept(b,n)      BIO_ctrl(b,BIO_C_SET_ACCEPT,2,(n)?(void *)"a":NULL)
# define BIO_set_accept_bios(b,bio)    BIO_ctrl(b,BIO_C_SET_ACCEPT,3, \
                                (char *)(bio))
# define BIO_set_accept_ip_family(b,f) BIO_int_ctrl(b,BIO_C_SET_ACCEPT,4,f)
# define BIO_get_accept_ip_family(b)   BIO_ctrl(b,BIO_C_GET_ACCEPT,4,NULL)

/* Aliases kept for backward compatibility */
# define BIO_BIND_NORMAL                 0
# define BIO_BIND_REUSEADDR              BIO_SOCK_REUSEADDR
# define BIO_BIND_REUSEADDR_IF_UNUSED    BIO_SOCK_REUSEADDR
# define BIO_set_bind_mode(b,mode) BIO_ctrl(b,BIO_C_SET_BIND_MODE,mode,NULL)
# define BIO_get_bind_mode(b)    BIO_ctrl(b,BIO_C_GET_BIND_MODE,0,NULL)
# endif /* OPENSSL_NO_SOCK */

# define BIO_do_connect(b)       BIO_do_handshake(b)
# define BIO_do_accept(b)        BIO_do_handshake(b)

# define BIO_do_handshake(b)     BIO_ctrl(b,BIO_C_DO_STATE_MACHINE,0,NULL)

/*
 BIO_s_datagram(), BIO_s_fd(), BIO_s_socket(), BIO_s_accept() and BIO_s_connect() */
# define BIO_set_fd(b,fd,c)      BIO_int_ctrl(b,BIO_C_SET_FD,c,fd)
# define BIO_get_fd(b,c)         BIO_ctrl(b,BIO_C_GET_FD,0,(char *)(c))

/* BIO_s_file() */
# define BIO_set_fp(b,fp,c)      BIO_ctrl(b,BIO_C_SET_FILE_PTR,c,(char *)(fp))
# define BIO_get_fp(b,fpp)       BIO_ctrl(b,BIO_C_GET_FILE_PTR,0,(char *)(fpp))
```

```
/* BIO_s_fd() and BIO_s_file() */
# define BIO_seek(b,ofs) (int)BIO_ctrl(b,BIO_C_FILE_SEEK,ofs,NULL)
# define BIO_tell(b)     (int)BIO_ctrl(b,BIO_C_FILE_TELL,0,NULL)

/*
* name is cast to lose const, but might be better to route through a
* function so we can do it safely
*/
# ifdef CONST_STRICT
/*
* If you are wondering why this isn't defined, its because CONST_STRICT is
* purely a compile-time kludge to allow const to be checked.
*/
int BIO_read_filename(BIO *b, const char *name);
# else
#  define BIO_read_filename(b,name) (int)BIO_ctrl(b,BIO_C_SET_FILENAME,
 \
            BIO_CLOSE|BIO_FP_READ,(char *)(name))
# endif
# define BIO_write_filename(b,name) (int)BIO_ctrl(b,BIO_C_SET_FILENAME, \
            BIO_CLOSE|BIO_FP_WRITE,name)
# define BIO_append_filename(b,name) (int)BIO_ctrl(b,BIO_C_SET_FILENAME, \
            BIO_CLOSE|BIO_FP_APPEND,name)
# define BIO_rw_filename(b,name) (int)BIO_ctrl(b,BIO_C_SET_FILENAME, \
            BIO_CLOSE|BIO_FP_READ|BIO_FP_WRITE,name)

/*
* WARNING WARNING, this ups the reference count on the read bio of the SSL
* structure.  This is because the ssl read BIO is now pointed to by the
* next_bio field in the bio.  So when you free the BIO, make sure you are
* doing a BIO_free_all() to catch the underlying BIO.
*/
# define BIO_set_ssl(b,ssl,c)    BIO_ctrl(b,BIO_C_SET_SSL,c,(char *)(ssl))
# define BIO_get_ssl(b,sslp)     BIO_ctrl(b,BIO_C_GET_SSL,0,(char *)(sslp))
# define BIO_set_ssl_mode(b,client)      BIO_ctrl(b,BIO_C_SSL_MODE,client,NULL)
# define BIO_set_ssl_renegotiate_bytes(b,num) \

      BIO_ctrl(b,BIO_C_SET_SSL_RENEGOTIATE_BYTES,num,NULL)
# define BIO_get_num_renegotiates(b) \
      BIO_ctrl(b,BIO_C_GET_SSL_NUM_RENEGOTIATES,0,NULL)
# define BIO_set_ssl_renegotiate_timeout(b,seconds) \
      BIO_ctrl(b,BIO_C_SET_SSL_RENEGOTIATE_TIMEOUT,seconds,NULL)

/* defined in evp.h */
/* #define BIO_set_md(b,md)     BIO_ctrl(b,BIO_C_SET_MD,1,(char *)(md)) */

# define BIO_get_mem_data(b,pp)  BIO_ctrl(b,BIO_CTRL_INFO,0,(char *)(pp))
# define BIO_set_mem_buf(b,bm,c) BIO_ctrl(b,BIO_C_SET_BUF_MEM,c,(char *)(bm))
```

```
# define BIO_get_mem_ptr(b,pp)   BIO_ctrl(b,BIO_C_GET_BUF_MEM_PTR,0, \
                                 (char *)(pp))
# define BIO_set_mem_eof_return(b,v) \
                              BIO_ctrl(b,BIO_C_SET_BUF_MEM_EOF_RETURN,v,NULL)

/* For the BIO_f_buffer() type */
# define BIO_get_buffer_num_lines(b)     BIO_ctrl(b,BIO_C_GET_BUFF_NUM_LINES,0,NULL)
# define BIO_set_buffer_size(b,size)     BIO_ctrl(b,BIO_C_SET_BUFF_SIZE,size,NULL)
# define BIO_set_read_buffer_size(b,size)
 BIO_int_ctrl(b,BIO_C_SET_BUFF_SIZE,size,0)
# define BIO_set_write_buffer_size(b,size) BIO_int_ctrl(b,BIO_C_SET_BUFF_SIZE,size,1)
# define BIO_set_buffer_read_data(b,buf,num) BIO_ctrl(b,BIO_C_SET_BUFF_READ_DATA,num,buf)

/* Don't use the next one unless you know what you are doing :-) */
# define BIO_dup_state(b,ret)    BIO_ctrl(b,BIO_CTRL_DUP,0,(char *)(ret))

# define BIO_reset(b)            (int)BIO_ctrl(b,BIO_CTRL_RESET,0,NULL)
# define BIO_eof(b)              (int)BIO_ctrl(b,BIO_CTRL_EOF,0,NULL)
# define BIO_set_close(b,c)      (int)BIO_ctrl(b,BIO_CTRL_SET_CLOSE,(c),NULL)
# define BIO_get_close(b)        (int)BIO_ctrl(b,BIO_CTRL_GET_CLOSE,0,NULL)
# define BIO_pending(b)          (int)BIO_ctrl(b,BIO_CTRL_PENDING,0,NULL)
# define BIO_wpending(b)         (int)BIO_ctrl(b,BIO_CTRL_WPENDING,0,NULL)
/* ...pending macros have inappropriate return type */
size_t BIO_ctrl_pending(BIO *b);
size_t BIO_ctrl_wpending(BIO *b);
# define BIO_flush(b)            (int)BIO_ctrl(b,BIO_CTRL_FLUSH,0,NULL)
#
 define BIO_get_info_callback(b,cbp) (int)BIO_ctrl(b,BIO_CTRL_GET_CALLBACK,0, \
                                    cbp)
# define BIO_set_info_callback(b,cb) (int)BIO_callback_ctrl(b,BIO_CTRL_SET_CALLBACK,cb)

/* For the BIO_f_buffer() type */
# define BIO_buffer_get_num_lines(b) BIO_ctrl(b,BIO_CTRL_GET,0,NULL)
# define BIO_buffer_peek(b,s,l) BIO_ctrl(b,BIO_CTRL_PEEK,(l),(s))

/* For BIO_s_bio() */
# define BIO_set_write_buf_size(b,size) (int)BIO_ctrl(b,BIO_C_SET_WRITE_BUF_SIZE,size,NULL)
# define BIO_get_write_buf_size(b,size) (size_t)BIO_ctrl(b,BIO_C_GET_WRITE_BUF_SIZE,size,NULL)
# define BIO_make_bio_pair(b1,b2)   (int)BIO_ctrl(b1,BIO_C_MAKE_BIO_PAIR,0,b2)
# define BIO_destroy_bio_pair(b)    (int)BIO_ctrl(b,BIO_C_DESTROY_BIO_PAIR,0,NULL)
# define BIO_shutdown_wr(b) (int)BIO_ctrl(b, BIO_C_SHUTDOWN_WR, 0, NULL)
/* macros with inappropriate type -- but ...pending macros use int too: */
# define BIO_get_write_guarantee(b) (int)BIO_ctrl(b,BIO_C_GET_WRITE_GUARANTEE,0,NULL)
#
 define BIO_get_read_request(b)    (int)BIO_ctrl(b,BIO_C_GET_READ_REQUEST,0,NULL)
size_t BIO_ctrl_get_write_guarantee(BIO *b);
size_t BIO_ctrl_get_read_request(BIO *b);
int BIO_ctrl_reset_read_request(BIO *b);
```

```
/* ctrl macros for dgram */
# define BIO_ctrl_dgram_connect(b,peer)  \
                (int)BIO_ctrl(b,BIO_CTRL_DGRAM_CONNECT,0, (char *)(peer))
# define BIO_ctrl_set_connected(b,peer) \
        (int)BIO_ctrl(b, BIO_CTRL_DGRAM_SET_CONNECTED, 0, (char *)(peer))
# define BIO_dgram_recv_timedout(b) \
        (int)BIO_ctrl(b, BIO_CTRL_DGRAM_GET_RECV_TIMER_EXP, 0, NULL)
# define BIO_dgram_send_timedout(b) \
        (int)BIO_ctrl(b, BIO_CTRL_DGRAM_GET_SEND_TIMER_EXP, 0, NULL)
# define BIO_dgram_get_peer(b,peer) \
        (int)BIO_ctrl(b, BIO_CTRL_DGRAM_GET_PEER, 0, (char *)(peer))
# define BIO_dgram_set_peer(b,peer) \
        (int)BIO_ctrl(b, BIO_CTRL_DGRAM_SET_PEER, 0, (char *)(peer))
# define BIO_dgram_get_mtu_overhead(b) \
        (unsigned int)BIO_ctrl((b),
 BIO_CTRL_DGRAM_GET_MTU_OVERHEAD, 0, NULL)

/* ctrl macros for BIO_f_prefix */
# define BIO_set_prefix(b,p) BIO_ctrl((b), BIO_CTRL_SET_PREFIX, 0, (void *)(p))
# define BIO_set_indent(b,i) BIO_ctrl((b), BIO_CTRL_SET_INDENT, (i), NULL)
# define BIO_get_indent(b) BIO_ctrl((b), BIO_CTRL_GET_INDENT, 0, NULL)

#define BIO_get_ex_new_index(l, p, newf, dupf, freef) \
  CRYPTO_get_ex_new_index(CRYPTO_EX_INDEX_BIO, l, p, newf, dupf, freef)
int BIO_set_ex_data(BIO *bio, int idx, void *data);
void *BIO_get_ex_data(const BIO *bio, int idx);
uint64_t BIO_number_read(BIO *bio);
uint64_t BIO_number_written(BIO *bio);

/* For BIO_f_asn1() */
int BIO_asn1_set_prefix(BIO *b, asn1_ps_func *prefix,
                        asn1_ps_func *prefix_free);
int BIO_asn1_get_prefix(BIO *b, asn1_ps_func **pprefix,
                        asn1_ps_func **pprefix_free);
int BIO_asn1_set_suffix(BIO *b, asn1_ps_func *suffix,
                        asn1_ps_func *suffix_free);
int BIO_asn1_get_suffix(BIO *b,
 asn1_ps_func **psuffix,
                        asn1_ps_func **psuffix_free);

const BIO_METHOD *BIO_s_file(void);
BIO *BIO_new_file(const char *filename, const char *mode);
BIO *BIO_new_from_core_bio(OSSL_LIB_CTX *libctx, OSSL_CORE_BIO *corebio);
# ifndef OPENSSL_NO_STDIO
BIO *BIO_new_fp(FILE *stream, int close_flag);
# endif
BIO *BIO_new_ex(OSSL_LIB_CTX *libctx, const BIO_METHOD *method);
```

```
BIO *BIO_new(const BIO_METHOD *type);
int BIO_free(BIO *a);
void BIO_set_data(BIO *a, void *ptr);
void *BIO_get_data(BIO *a);
void BIO_set_init(BIO *a, int init);
int BIO_get_init(BIO *a);
void BIO_set_shutdown(BIO *a, int shut);
int BIO_get_shutdown(BIO *a);
void BIO_vfree(BIO *a);
int BIO_up_ref(BIO *a);
int BIO_read(BIO *b, void *data, int dlen);
int BIO_read_ex(BIO *b, void *data, size_t dlen, size_t *readbytes);
int BIO_gets(BIO *bp, char *buf, int size);
int BIO_get_line(BIO *bio, char *buf, int size);
int BIO_write(BIO *b, const void *data, int dlen);
int BIO_write_ex(BIO *b, const void *data,
 size_t dlen, size_t *written);
int BIO_puts(BIO *bp, const char *buf);
int BIO_indent(BIO *b, int indent, int max);
long BIO_ctrl(BIO *bp, int cmd, long larg, void *parg);
long BIO_callback_ctrl(BIO *b, int cmd, BIO_info_cb *fp);
void *BIO_ptr_ctrl(BIO *bp, int cmd, long larg);
long BIO_int_ctrl(BIO *bp, int cmd, long larg, int iarg);
BIO *BIO_push(BIO *b, BIO *append);
BIO *BIO_pop(BIO *b);
void BIO_free_all(BIO *a);
BIO *BIO_find_type(BIO *b, int bio_type);
BIO *BIO_next(BIO *b);
void BIO_set_next(BIO *b, BIO *next);
BIO *BIO_get_retry_BIO(BIO *bio, int *reason);
int BIO_get_retry_reason(BIO *bio);
void BIO_set_retry_reason(BIO *bio, int reason);
BIO *BIO_dup_chain(BIO *in);

int BIO_nread0(BIO *bio, char **buf);
int BIO_nread(BIO *bio, char **buf, int num);
int BIO_nwrite0(BIO *bio, char **buf);
int BIO_nwrite(BIO *bio, char **buf, int num);

const BIO_METHOD *BIO_s_mem(void);
const BIO_METHOD *BIO_s_secmem(void);
BIO *BIO_new_mem_buf(const void *buf, int len);
# ifndef OPENSSL_NO_SOCK
const
 BIO_METHOD *BIO_s_socket(void);
const BIO_METHOD *BIO_s_connect(void);
const BIO_METHOD *BIO_s_accept(void);
# endif
```

```
const BIO_METHOD *BIO_s_fd(void);
const BIO_METHOD *BIO_s_log(void);
const BIO_METHOD *BIO_s_bio(void);
const BIO_METHOD *BIO_s_null(void);
const BIO_METHOD *BIO_f_null(void);
const BIO_METHOD *BIO_f_buffer(void);
const BIO_METHOD *BIO_f_readbuffer(void);
const BIO_METHOD *BIO_f_linebuffer(void);
const BIO_METHOD *BIO_f_nbio_test(void);
const BIO_METHOD *BIO_f_prefix(void);
const BIO_METHOD *BIO_s_core(void);
# ifndef OPENSSL_NO_DGRAM
const BIO_METHOD *BIO_s_datagram(void);
int BIO_dgram_non_fatal_error(int error);
BIO *BIO_new_dgram(int fd, int close_flag);
#  ifndef OPENSSL_NO_SCTP
const BIO_METHOD *BIO_s_datagram_sctp(void);
BIO *BIO_new_dgram_sctp(int fd, int close_flag);
int BIO_dgram_is_sctp(BIO *bio);
int BIO_dgram_sctp_notification_cb(BIO *b,
            BIO_dgram_sctp_notification_handler_fn handle_notifications,
            void *context);
int
 BIO_dgram_sctp_wait_for_dry(BIO *b);
int BIO_dgram_sctp_msg_waiting(BIO *b);
#  endif
# endif

# ifndef OPENSSL_NO_SOCK
int BIO_sock_should_retry(int i);
int BIO_sock_non_fatal_error(int error);
int BIO_socket_wait(int fd, int for_read, time_t max_time);
# endif
int BIO_wait(BIO *bio, time_t max_time, unsigned int nap_milliseconds);
int BIO_do_connect_retry(BIO *bio, int timeout, int nap_milliseconds);

int BIO_fd_should_retry(int i);
int BIO_fd_non_fatal_error(int error);
int BIO_dump_cb(int (*cb) (const void *data, size_t len, void *u),
            void *u, const void *s, int len);
int BIO_dump_indent_cb(int (*cb) (const void *data, size_t len, void *u),
                void *u, const void *s, int len, int indent);
int BIO_dump(BIO *b, const void *bytes, int len);
int BIO_dump_indent(BIO *b, const void *bytes, int len, int indent);
# ifndef OPENSSL_NO_STDIO
int BIO_dump_fp(FILE *fp, const void *s, int len);
int BIO_dump_indent_fp(FILE *fp, const void *s, int len, int indent);
#
```

```
 endif
int BIO_hex_string(BIO *out, int indent, int width, const void *data,
                   int datalen);

# ifndef OPENSSL_NO_SOCK
BIO_ADDR *BIO_ADDR_new(void);
int BIO_ADDR_rawmake(BIO_ADDR *ap, int family,
                     const void *where, size_t wherelen, unsigned short port);
void BIO_ADDR_free(BIO_ADDR *);
void BIO_ADDR_clear(BIO_ADDR *ap);
int BIO_ADDR_family(const BIO_ADDR *ap);
int BIO_ADDR_rawaddress(const BIO_ADDR *ap, void *p, size_t *l);
unsigned short BIO_ADDR_rawport(const BIO_ADDR *ap);
char *BIO_ADDR_hostname_string(const BIO_ADDR *ap, int numeric);
char *BIO_ADDR_service_string(const BIO_ADDR *ap, int numeric);
char *BIO_ADDR_path_string(const BIO_ADDR *ap);

const BIO_ADDRINFO *BIO_ADDRINFO_next(const BIO_ADDRINFO *bai);
int BIO_ADDRINFO_family(const BIO_ADDRINFO *bai);
int BIO_ADDRINFO_socktype(const BIO_ADDRINFO *bai);
int BIO_ADDRINFO_protocol(const BIO_ADDRINFO *bai);
const BIO_ADDR *BIO_ADDRINFO_address(const BIO_ADDRINFO *bai);
void BIO_ADDRINFO_free(BIO_ADDRINFO
 *bai);

enum BIO_hostserv_priorities {
  BIO_PARSE_PRIO_HOST, BIO_PARSE_PRIO_SERV
};
int BIO_parse_hostserv(const char *hostserv, char **host, char **service,
                       enum BIO_hostserv_priorities hostserv_prio);
enum BIO_lookup_type {
  BIO_LOOKUP_CLIENT, BIO_LOOKUP_SERVER
};
int BIO_lookup(const char *host, const char *service,
               enum BIO_lookup_type lookup_type,
               int family, int socktype, BIO_ADDRINFO **res);
int BIO_lookup_ex(const char *host, const char *service,
                  int lookup_type, int family, int socktype, int protocol,
                  BIO_ADDRINFO **res);
int BIO_sock_error(int sock);
int BIO_socket_ioctl(int fd, long type, void *arg);
int BIO_socket_nbio(int fd, int mode);
int BIO_sock_init(void);
# ifndef OPENSSL_NO_DEPRECATED_1_1_0
#  define BIO_sock_cleanup() while(0) continue
# endif
int BIO_set_tcp_ndelay(int sock, int turn_on);
# ifndef OPENSSL_NO_DEPRECATED_1_1_0
```

```
OSSL_DEPRECATEDIN_1_1_0 struct
 hostent *BIO_gethostbyname(const char *name);
OSSL_DEPRECATEDIN_1_1_0 int BIO_get_port(const char *str, unsigned short *port_ptr);
OSSL_DEPRECATEDIN_1_1_0 int BIO_get_host_ip(const char *str, unsigned char *ip);
OSSL_DEPRECATEDIN_1_1_0 int BIO_get_accept_socket(char *host_port, int mode);
OSSL_DEPRECATEDIN_1_1_0 int BIO_accept(int sock, char **ip_port);
# endif

union BIO_sock_info_u {
  BIO_ADDR *addr;
};
enum BIO_sock_info_type {
  BIO_SOCK_INFO_ADDRESS
};
int BIO_sock_info(int sock,
                  enum BIO_sock_info_type type, union BIO_sock_info_u *info);

#  define BIO_SOCK_REUSEADDR    0x01
#  define BIO_SOCK_V6_ONLY      0x02
#  define BIO_SOCK_KEEPALIVE    0x04
#  define BIO_SOCK_NONBLOCK     0x08
#  define BIO_SOCK_NODELAY      0x10

int BIO_socket(int domain, int socktype, int protocol, int options);
int BIO_connect(int sock, const BIO_ADDR *addr, int options);
int BIO_bind(int sock, const BIO_ADDR *addr, int options);
int BIO_listen(int sock, const BIO_ADDR *addr,
 int options);
int BIO_accept_ex(int accept_sock, BIO_ADDR *addr, int options);
int BIO_closesocket(int sock);

BIO *BIO_new_socket(int sock, int close_flag);
BIO *BIO_new_connect(const char *host_port);
BIO *BIO_new_accept(const char *host_port);
# endif /* OPENSSL_NO_SOCK*/

BIO *BIO_new_fd(int fd, int close_flag);

int BIO_new_bio_pair(BIO **bio1, size_t writebuf1,
                     BIO **bio2, size_t writebuf2);
/*
* If successful, returns 1 and in *bio1, *bio2 two BIO pair endpoints.
* Otherwise returns 0 and sets *bio1 and *bio2 to NULL. Size 0 uses default
* value.
*/

void BIO_copy_next_retry(BIO *b);
```

```
/*
* long BIO_ghbn_ctrl(int cmd,int iarg,char *parg);
*/

# define ossl_bio__attr__(x)
# if defined(__GNUC__) && defined(__STDC_VERSION__) \
  && !defined(__MINGW32__) && !defined(__MINGW64__) \
  && !defined(__APPLE__)
  /*
   * Because we support the 'z' modifier, which made its appearance in C99,
   * we can't use __attribute__ with pre C99 dialects.

 */
#  if __STDC_VERSION__ >= 199901L
#   undef ossl_bio__attr__
#   define ossl_bio__attr__ __attribute__
#   if __GNUC__*10 + __GNUC_MINOR__ >= 44
#    define ossl_bio__printf__ __gnu_printf__
#   else
#    define ossl_bio__printf__ __printf__
#   endif
#  endif
# endif
int BIO_printf(BIO *bio, const char *format, ...)
ossl_bio__attr__((__format__(ossl_bio__printf__, 2, 3)));
int BIO_vprintf(BIO *bio, const char *format, va_list args)
ossl_bio__attr__((__format__(ossl_bio__printf__, 2, 0)));
int BIO_snprintf(char *buf, size_t n, const char *format, ...)
ossl_bio__attr__((__format__(ossl_bio__printf__, 3, 4)));
int BIO_vsnprintf(char *buf, size_t n, const char *format, va_list args)
ossl_bio__attr__((__format__(ossl_bio__printf__, 3, 0)));
# undef ossl_bio__attr__
# undef ossl_bio__printf__


BIO_METHOD *BIO_meth_new(int type, const char *name);
void BIO_meth_free(BIO_METHOD *biom);
int (*BIO_meth_get_write(const BIO_METHOD *biom)) (BIO *, const char *, int);
int (*BIO_meth_get_write_ex(const
 BIO_METHOD *biom)) (BIO *, const char *, size_t,
                                  size_t *);
int BIO_meth_set_write(BIO_METHOD *biom,
                       int (*write) (BIO *, const char *, int));
int BIO_meth_set_write_ex(BIO_METHOD *biom,
                       int (*bwrite) (BIO *, const char *, size_t, size_t *));
int (*BIO_meth_get_read(const BIO_METHOD *biom)) (BIO *, char *, int);
int (*BIO_meth_get_read_ex(const BIO_METHOD *biom)) (BIO *, char *, size_t, size_t *);
int BIO_meth_set_read(BIO_METHOD *biom,
```

```
                int (*read) (BIO *, char *, int));
int BIO_meth_set_read_ex(BIO_METHOD *biom,
                  int (*bread) (BIO *, char *, size_t, size_t *));
int (*BIO_meth_get_puts(const BIO_METHOD *biom)) (BIO *, const char *);
int BIO_meth_set_puts(BIO_METHOD *biom,
                int (*puts) (BIO *, const char *));
int (*BIO_meth_get_gets(const BIO_METHOD *biom)) (BIO *, char *, int);
int BIO_meth_set_gets(BIO_METHOD *biom,

                int (*ossl_gets) (BIO *, char *, int));
long (*BIO_meth_get_ctrl(const BIO_METHOD *biom)) (BIO *, int, long, void *);
int BIO_meth_set_ctrl(BIO_METHOD *biom,
                long (*ctrl) (BIO *, int, long, void *));
int (*BIO_meth_get_create(const BIO_METHOD *bion)) (BIO *);
int BIO_meth_set_create(BIO_METHOD *biom, int (*create) (BIO *));
int (*BIO_meth_get_destroy(const BIO_METHOD *biom)) (BIO *);
int BIO_meth_set_destroy(BIO_METHOD *biom, int (*destroy) (BIO *));
long (*BIO_meth_get_callback_ctrl(const BIO_METHOD *biom))
                    (BIO *, int, BIO_info_cb *);
int BIO_meth_set_callback_ctrl(BIO_METHOD *biom,
                  long (*callback_ctrl) (BIO *, int,
                                BIO_info_cb *));

# ifdef  __cplusplus
}
# endif
#endif
```

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console.log('ok');

```
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/srp.h.in
*
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* https://www.openssl.org/source/license.html
*
* Originally written by Christophe Renou and Peter Sylvester,
* for the EdelKey project.
*/



#ifndef OPENSSL_SRP_H
# define OPENSSL_SRP_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_SRP_H
# endif

#include <openssl/opensslconf.h>

#ifndef OPENSSL_NO_SRP
# include <stdio.h>
# include <string.h>
# include <openssl/safestack.h>
# include <openssl/bn.h>
# include <openssl/crypto.h>

# ifdef  __cplusplus
extern "C" {
# endif

# ifndef OPENSSL_NO_DEPRECATED_3_0

typedef
 struct SRP_gN_cache_st {
   char *b64_bn;
   BIGNUM *bn;
} SRP_gN_cache;
SKM_DEFINE_STACK_OF_INTERNAL(SRP_gN_cache, SRP_gN_cache, SRP_gN_cache)
```

```
#define sk_SRP_gN_cache_num(sk) OPENSSL_sk_num(ossl_check_const_SRP_gN_cache_sk_type(sk))
#define sk_SRP_gN_cache_value(sk, idx) ((SRP_gN_cache
*)OPENSSL_sk_value(ossl_check_const_SRP_gN_cache_sk_type(sk), (idx)))
#define sk_SRP_gN_cache_new(cmp) ((STACK_OF(SRP_gN_cache)
*)OPENSSL_sk_new(ossl_check_SRP_gN_cache_compfunc_type(cmp)))
#define sk_SRP_gN_cache_new_null() ((STACK_OF(SRP_gN_cache) *)OPENSSL_sk_new_null())
#define sk_SRP_gN_cache_new_reserve(cmp, n) ((STACK_OF(SRP_gN_cache)
*)OPENSSL_sk_new_reserve(ossl_check_SRP_gN_cache_compfunc_type(cmp), (n)))
#define sk_SRP_gN_cache_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_SRP_gN_cache_sk_type(sk), (n))
#define sk_SRP_gN_cache_free(sk) OPENSSL_sk_free(ossl_check_SRP_gN_cache_sk_type(sk))
#define sk_SRP_gN_cache_zero(sk) OPENSSL_sk_zero(ossl_check_SRP_gN_cache_sk_type(sk))
#define sk_SRP_gN_cache_delete(sk,
 i) ((SRP_gN_cache *)OPENSSL_sk_delete(ossl_check_SRP_gN_cache_sk_type(sk), (i)))
#define sk_SRP_gN_cache_delete_ptr(sk, ptr) ((SRP_gN_cache
*)OPENSSL_sk_delete_ptr(ossl_check_SRP_gN_cache_sk_type(sk), ossl_check_SRP_gN_cache_type(ptr)))
#define sk_SRP_gN_cache_push(sk, ptr) OPENSSL_sk_push(ossl_check_SRP_gN_cache_sk_type(sk),
ossl_check_SRP_gN_cache_type(ptr))
#define sk_SRP_gN_cache_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_SRP_gN_cache_sk_type(sk),
ossl_check_SRP_gN_cache_type(ptr))
#define sk_SRP_gN_cache_pop(sk) ((SRP_gN_cache
*)OPENSSL_sk_pop(ossl_check_SRP_gN_cache_sk_type(sk)))
#define sk_SRP_gN_cache_shift(sk) ((SRP_gN_cache
*)OPENSSL_sk_shift(ossl_check_SRP_gN_cache_sk_type(sk)))
#define sk_SRP_gN_cache_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_SRP_gN_cache_sk_type(sk),ossl_check_SRP_gN_cache_freefunc_type(freefu
nc))
#define sk_SRP_gN_cache_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_SRP_gN_cache_sk_type(sk),
ossl_check_SRP_gN_cache_type(ptr),
 (idx))
#define sk_SRP_gN_cache_set(sk, idx, ptr) ((SRP_gN_cache
*)OPENSSL_sk_set(ossl_check_SRP_gN_cache_sk_type(sk), (idx), ossl_check_SRP_gN_cache_type(ptr)))
#define sk_SRP_gN_cache_find(sk, ptr) OPENSSL_sk_find(ossl_check_SRP_gN_cache_sk_type(sk),
ossl_check_SRP_gN_cache_type(ptr))
#define sk_SRP_gN_cache_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_SRP_gN_cache_sk_type(sk),
ossl_check_SRP_gN_cache_type(ptr))
#define sk_SRP_gN_cache_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_SRP_gN_cache_sk_type(sk), ossl_check_SRP_gN_cache_type(ptr), pnum)
#define sk_SRP_gN_cache_sort(sk) OPENSSL_sk_sort(ossl_check_SRP_gN_cache_sk_type(sk))
#define sk_SRP_gN_cache_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_SRP_gN_cache_sk_type(sk))
#define sk_SRP_gN_cache_dup(sk) ((STACK_OF(SRP_gN_cache)
*)OPENSSL_sk_dup(ossl_check_const_SRP_gN_cache_sk_type(sk)))
#define sk_SRP_gN_cache_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(SRP_gN_cache)
*)OPENSSL_sk_deep_copy(ossl_check_const_SRP_gN_cache_sk_type(sk),
 ossl_check_SRP_gN_cache_copyfunc_type(copyfunc), ossl_check_SRP_gN_cache_freefunc_type(freefunc)))
#define sk_SRP_gN_cache_set_cmp_func(sk, cmp)
((sk_SRP_gN_cache_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_SRP_gN_cache_sk_type(sk),
ossl_check_SRP_gN_cache_compfunc_type(cmp)))
```

```
typedef struct SRP_user_pwd_st {
  /* Owned by us. */
  char *id;
  BIGNUM *s;
  BIGNUM *v;
  /* Not owned by us. */
  const BIGNUM *g;
  const BIGNUM *N;
  /* Owned by us. */
  char *info;
} SRP_user_pwd;
SKM_DEFINE_STACK_OF_INTERNAL(SRP_user_pwd, SRP_user_pwd, SRP_user_pwd)
#define sk_SRP_user_pwd_num(sk) OPENSSL_sk_num(ossl_check_const_SRP_user_pwd_sk_type(sk))
#define sk_SRP_user_pwd_value(sk, idx) ((SRP_user_pwd
*)OPENSSL_sk_value(ossl_check_const_SRP_user_pwd_sk_type(sk), (idx)))
#define sk_SRP_user_pwd_new(cmp) ((STACK_OF(SRP_user_pwd)
*)OPENSSL_sk_new(ossl_check_SRP_user_pwd_compfunc_type(cmp)))
#define sk_SRP_user_pwd_new_null() ((STACK_OF(SRP_user_pwd)
 *)OPENSSL_sk_new_null())
#define sk_SRP_user_pwd_new_reserve(cmp, n) ((STACK_OF(SRP_user_pwd)
*)OPENSSL_sk_new_reserve(ossl_check_SRP_user_pwd_compfunc_type(cmp), (n)))
#define sk_SRP_user_pwd_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_SRP_user_pwd_sk_type(sk), (n))
#define sk_SRP_user_pwd_free(sk) OPENSSL_sk_free(ossl_check_SRP_user_pwd_sk_type(sk))
#define sk_SRP_user_pwd_zero(sk) OPENSSL_sk_zero(ossl_check_SRP_user_pwd_sk_type(sk))
#define sk_SRP_user_pwd_delete(sk, i) ((SRP_user_pwd
*)OPENSSL_sk_delete(ossl_check_SRP_user_pwd_sk_type(sk), (i)))
#define sk_SRP_user_pwd_delete_ptr(sk, ptr) ((SRP_user_pwd
*)OPENSSL_sk_delete_ptr(ossl_check_SRP_user_pwd_sk_type(sk), ossl_check_SRP_user_pwd_type(ptr)))
#define sk_SRP_user_pwd_push(sk, ptr) OPENSSL_sk_push(ossl_check_SRP_user_pwd_sk_type(sk),
ossl_check_SRP_user_pwd_type(ptr))
#define sk_SRP_user_pwd_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_SRP_user_pwd_sk_type(sk),
ossl_check_SRP_user_pwd_type(ptr))
#define sk_SRP_user_pwd_pop(sk)
 ((SRP_user_pwd *)OPENSSL_sk_pop(ossl_check_SRP_user_pwd_sk_type(sk)))
#define sk_SRP_user_pwd_shift(sk) ((SRP_user_pwd
*)OPENSSL_sk_shift(ossl_check_SRP_user_pwd_sk_type(sk)))
#define sk_SRP_user_pwd_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_SRP_user_pwd_sk_type(sk),ossl_check_SRP_user_pwd_freefunc_type(freefu
nc))
#define sk_SRP_user_pwd_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_SRP_user_pwd_sk_type(sk),
ossl_check_SRP_user_pwd_type(ptr), (idx))
#define sk_SRP_user_pwd_set(sk, idx, ptr) ((SRP_user_pwd
*)OPENSSL_sk_set(ossl_check_SRP_user_pwd_sk_type(sk), (idx), ossl_check_SRP_user_pwd_type(ptr)))
#define sk_SRP_user_pwd_find(sk, ptr) OPENSSL_sk_find(ossl_check_SRP_user_pwd_sk_type(sk),
ossl_check_SRP_user_pwd_type(ptr))
#define sk_SRP_user_pwd_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_SRP_user_pwd_sk_type(sk),
```

```
ossl_check_SRP_user_pwd_type(ptr))
#define sk_SRP_user_pwd_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_SRP_user_pwd_sk_type(sk),
ossl_check_SRP_user_pwd_type(ptr),
 pnum)
#define sk_SRP_user_pwd_sort(sk) OPENSSL_sk_sort(ossl_check_SRP_user_pwd_sk_type(sk))
#define sk_SRP_user_pwd_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_SRP_user_pwd_sk_type(sk))
#define sk_SRP_user_pwd_dup(sk) ((STACK_OF(SRP_user_pwd)
*)OPENSSL_sk_dup(ossl_check_const_SRP_user_pwd_sk_type(sk)))
#define sk_SRP_user_pwd_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(SRP_user_pwd)
*)OPENSSL_sk_deep_copy(ossl_check_const_SRP_user_pwd_sk_type(sk),
ossl_check_SRP_user_pwd_copyfunc_type(copyfunc), ossl_check_SRP_user_pwd_freefunc_type(freefunc)))
#define sk_SRP_user_pwd_set_cmp_func(sk, cmp)
((sk_SRP_user_pwd_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_SRP_user_pwd_sk_type(sk),
ossl_check_SRP_user_pwd_compfunc_type(cmp)))


OSSL_DEPRECATEDIN_3_0
SRP_user_pwd *SRP_user_pwd_new(void);
OSSL_DEPRECATEDIN_3_0
void SRP_user_pwd_free(SRP_user_pwd *user_pwd);

OSSL_DEPRECATEDIN_3_0
void SRP_user_pwd_set_gN(SRP_user_pwd *user_pwd, const BIGNUM *g,

        const BIGNUM *N);
OSSL_DEPRECATEDIN_3_0
int SRP_user_pwd_set1_ids(SRP_user_pwd *user_pwd, const char *id,
                  const char *info);
OSSL_DEPRECATEDIN_3_0
int SRP_user_pwd_set0_sv(SRP_user_pwd *user_pwd, BIGNUM *s, BIGNUM *v);

typedef struct SRP_VBASE_st {
  STACK_OF(SRP_user_pwd) *users_pwd;
  STACK_OF(SRP_gN_cache) *gN_cache;
/* to simulate a user */
  char *seed_key;
  const BIGNUM *default_g;
  const BIGNUM *default_N;
} SRP_VBASE;

/*
* Internal structure storing N and g pair
*/
typedef struct SRP_gN_st {
  char *id;
  const BIGNUM *g;
  const BIGNUM *N;
} SRP_gN;
```

```
SKM_DEFINE_STACK_OF_INTERNAL(SRP_gN, SRP_gN, SRP_gN)
#define sk_SRP_gN_num(sk) OPENSSL_sk_num(ossl_check_const_SRP_gN_sk_type(sk))
#define sk_SRP_gN_value(sk, idx) ((SRP_gN *)OPENSSL_sk_value(ossl_check_const_SRP_gN_sk_type(sk),
(idx)))
#define sk_SRP_gN_new(cmp) ((STACK_OF(SRP_gN)
*)OPENSSL_sk_new(ossl_check_SRP_gN_compfunc_type(cmp)))
#define sk_SRP_gN_new_null() ((STACK_OF(SRP_gN)
 *)OPENSSL_sk_new_null())
#define sk_SRP_gN_new_reserve(cmp, n) ((STACK_OF(SRP_gN)
*)OPENSSL_sk_new_reserve(ossl_check_SRP_gN_compfunc_type(cmp), (n)))
#define sk_SRP_gN_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_SRP_gN_sk_type(sk), (n))
#define sk_SRP_gN_free(sk) OPENSSL_sk_free(ossl_check_SRP_gN_sk_type(sk))
#define sk_SRP_gN_zero(sk) OPENSSL_sk_zero(ossl_check_SRP_gN_sk_type(sk))
#define sk_SRP_gN_delete(sk, i) ((SRP_gN *)OPENSSL_sk_delete(ossl_check_SRP_gN_sk_type(sk), (i)))
#define sk_SRP_gN_delete_ptr(sk, ptr) ((SRP_gN *)OPENSSL_sk_delete_ptr(ossl_check_SRP_gN_sk_type(sk),
ossl_check_SRP_gN_type(ptr)))
#define sk_SRP_gN_push(sk, ptr) OPENSSL_sk_push(ossl_check_SRP_gN_sk_type(sk),
ossl_check_SRP_gN_type(ptr))
#define sk_SRP_gN_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_SRP_gN_sk_type(sk),
ossl_check_SRP_gN_type(ptr))
#define sk_SRP_gN_pop(sk) ((SRP_gN *)OPENSSL_sk_pop(ossl_check_SRP_gN_sk_type(sk)))
#define sk_SRP_gN_shift(sk) ((SRP_gN *)OPENSSL_sk_shift(ossl_check_SRP_gN_sk_type(sk)))
#define
 sk_SRP_gN_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_SRP_gN_sk_type(sk),ossl_check_SRP_gN_freefunc_type(freefunc))
#define sk_SRP_gN_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_SRP_gN_sk_type(sk),
ossl_check_SRP_gN_type(ptr), (idx))
#define sk_SRP_gN_set(sk, idx, ptr) ((SRP_gN *)OPENSSL_sk_set(ossl_check_SRP_gN_sk_type(sk), (idx),
ossl_check_SRP_gN_type(ptr)))
#define sk_SRP_gN_find(sk, ptr) OPENSSL_sk_find(ossl_check_SRP_gN_sk_type(sk),
ossl_check_SRP_gN_type(ptr))
#define sk_SRP_gN_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_SRP_gN_sk_type(sk),
ossl_check_SRP_gN_type(ptr))
#define sk_SRP_gN_find_all(sk, ptr, pnum) OPENSSL_sk_find_all(ossl_check_SRP_gN_sk_type(sk),
ossl_check_SRP_gN_type(ptr), pnum)
#define sk_SRP_gN_sort(sk) OPENSSL_sk_sort(ossl_check_SRP_gN_sk_type(sk))
#define sk_SRP_gN_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_SRP_gN_sk_type(sk))
#define sk_SRP_gN_dup(sk) ((STACK_OF(SRP_gN)
*)OPENSSL_sk_dup(ossl_check_const_SRP_gN_sk_type(sk)))
#define
 sk_SRP_gN_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(SRP_gN)
*)OPENSSL_sk_deep_copy(ossl_check_const_SRP_gN_sk_type(sk),
ossl_check_SRP_gN_copyfunc_type(copyfunc), ossl_check_SRP_gN_freefunc_type(freefunc)))
#define sk_SRP_gN_set_cmp_func(sk, cmp)
((sk_SRP_gN_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_SRP_gN_sk_type(sk),
ossl_check_SRP_gN_compfunc_type(cmp)))
```

```
OSSL_DEPRECATEDIN_3_0
SRP_VBASE *SRP_VBASE_new(char *seed_key);
OSSL_DEPRECATEDIN_3_0
void SRP_VBASE_free(SRP_VBASE *vb);
OSSL_DEPRECATEDIN_3_0
int SRP_VBASE_init(SRP_VBASE *vb, char *verifier_file);

OSSL_DEPRECATEDIN_3_0
int SRP_VBASE_add0_user(SRP_VBASE *vb, SRP_user_pwd *user_pwd);

/* NOTE: unlike in SRP_VBASE_get_by_user, caller owns the returned pointer.*/
OSSL_DEPRECATEDIN_3_0
SRP_user_pwd *SRP_VBASE_get1_by_user(SRP_VBASE *vb, char *username);

OSSL_DEPRECATEDIN_3_0
char *SRP_create_verifier_ex(const char *user, const char *pass, char **salt,
                             char **verifier,
 const char *N, const char *g,
                             OSSL_LIB_CTX *libctx, const char *propq);
OSSL_DEPRECATEDIN_3_0
char *SRP_create_verifier(const char *user, const char *pass, char **salt,
                          char **verifier, const char *N, const char *g);
OSSL_DEPRECATEDIN_3_0
int SRP_create_verifier_BN_ex(const char *user, const char *pass, BIGNUM **salt,
                              BIGNUM **verifier, const BIGNUM *N,
                              const BIGNUM *g, OSSL_LIB_CTX *libctx,
                              const char *propq);
OSSL_DEPRECATEDIN_3_0
int SRP_create_verifier_BN(const char *user, const char *pass, BIGNUM **salt,
                           BIGNUM **verifier, const BIGNUM *N,
                           const BIGNUM *g);

#  define SRP_NO_ERROR 0
#  define SRP_ERR_VBASE_INCOMPLETE_FILE 1
#  define SRP_ERR_VBASE_BN_LIB 2
#  define SRP_ERR_OPEN_FILE 3
#  define SRP_ERR_MEMORY 4

#  define DB_srptype      0
#  define DB_srpverifier  1
#  define DB_srpsalt
     2
#  define DB_srpid        3
#  define DB_srpgN        4
#  define DB_srpinfo      5
#  undef  DB_NUMBER
#  define DB_NUMBER       6
```

```
# define DB_SRP_INDEX    'I'
# define DB_SRP_VALID    'V'
# define DB_SRP_REVOKED  'R'
# define DB_SRP_MODIF    'v'

/* see srp.c */
OSSL_DEPRECATEDIN_3_0
char *SRP_check_known_gN_param(const BIGNUM *g, const BIGNUM *N);
OSSL_DEPRECATEDIN_3_0
SRP_gN *SRP_get_default_gN(const char *id);

/* server side .... */
OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_server_key(const BIGNUM *A, const BIGNUM *v, const BIGNUM *u,
                    const BIGNUM *b, const BIGNUM *N);
OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_B_ex(const BIGNUM *b, const BIGNUM *N, const BIGNUM *g,
                const BIGNUM *v, OSSL_LIB_CTX *libctx, const char *propq);
OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_B(const BIGNUM *b, const BIGNUM *N, const BIGNUM *g,
               const BIGNUM *v);

OSSL_DEPRECATEDIN_3_0
int SRP_Verify_A_mod_N(const BIGNUM *A, const
 BIGNUM *N);
OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_u_ex(const BIGNUM *A, const BIGNUM *B, const BIGNUM *N,
                OSSL_LIB_CTX *libctx, const char *propq);
OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_u(const BIGNUM *A, const BIGNUM *B, const BIGNUM *N);

/* client side .... */

OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_x_ex(const BIGNUM *s, const char *user, const char *pass,
                OSSL_LIB_CTX *libctx, const char *propq);
OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_x(const BIGNUM *s, const char *user, const char *pass);
OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_A(const BIGNUM *a, const BIGNUM *N, const BIGNUM *g);
OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_client_key_ex(const BIGNUM *N, const BIGNUM *B, const BIGNUM *g,
                    const BIGNUM *x, const BIGNUM *a, const BIGNUM *u,
                    OSSL_LIB_CTX *libctx, const char *propq);
OSSL_DEPRECATEDIN_3_0
BIGNUM *SRP_Calc_client_key(const BIGNUM *N, const BIGNUM *B, const BIGNUM *g,
```

```
                const BIGNUM *x, const BIGNUM *a, const BIGNUM *u);
OSSL_DEPRECATEDIN_3_0
int SRP_Verify_B_mod_N(const BIGNUM *B, const BIGNUM *N);

#  define SRP_MINIMAL_N 1024

# endif /* OPENSSL_NO_DEPRECATED_3_0 */

/* This method ignores the configured seed and fails for an unknown user. */
# ifndef OPENSSL_NO_DEPRECATED_1_1_0
OSSL_DEPRECATEDIN_1_1_0
SRP_user_pwd *SRP_VBASE_get_by_user(SRP_VBASE *vb, char *username);
# endif

# ifdef  __cplusplus
}
# endif
# endif

#endif
```

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 'variables': {
   'openssl_sources': [
     'openssl/crypto/aes/aes_cbc.c',
     'openssl/crypto/aes/aes_core.c',
     'openssl/crypto/aes/aes_ecb.c',
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     'openssl/crypto/bn/bn_add.c',
     'openssl/crypto/bn/bn_asm.c',
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'openssl/crypto/asn1_dsa.c',
'openssl/crypto/bsearch.c',
'openssl/crypto/context.c',
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'openssl/crypto/params_from_text.c',
'openssl/crypto/provider_core.c',
'openssl/crypto/provider_predefined.c',
'openssl/crypto/self_test_core.c',
'openssl/crypto/sparse_array.c',
'openssl/crypto/threads_lib.c',
'openssl/crypto/threads_none.c',
'openssl/crypto/threads_pthread.c',
'openssl/crypto/threads_win.c',
'openssl/crypto/modes/cbc128.c',
'openssl/crypto/modes/ccm128.c',
'openssl/crypto/modes/cfb128.c',
'openssl/crypto/modes/ctr128.c',
'openssl/crypto/modes/gcm128.c',
'openssl/crypto/modes/ofb128.c',
'openssl/crypto/modes/wrap128.c',
'openssl/crypto/modes/xts128.c',
'openssl/crypto/property/defn_cache.c',

'openssl/crypto/property/property.c',
'openssl/crypto/property/property_parse.c',
'openssl/crypto/property/property_query.c',
'openssl/crypto/property/property_string.c',
'openssl/crypto/rand/rand_lib.c',
'openssl/crypto/rsa/rsa_acvp_test_params.c',
'openssl/crypto/rsa/rsa_backend.c',
'openssl/crypto/rsa/rsa_chk.c',
'openssl/crypto/rsa/rsa_crpt.c',
'openssl/crypto/rsa/rsa_gen.c',
'openssl/crypto/rsa/rsa_lib.c',
'openssl/crypto/rsa/rsa_mp_names.c',
'openssl/crypto/rsa/rsa_none.c',
'openssl/crypto/rsa/rsa_oaep.c',
'openssl/crypto/rsa/rsa_ossl.c',
'openssl/crypto/rsa/rsa_pk1.c',
'openssl/crypto/rsa/rsa_pss.c',
'openssl/crypto/rsa/rsa_schemes.c',
'openssl/crypto/rsa/rsa_sign.c',
'openssl/crypto/rsa/rsa_sp800_56b_check.c',
'openssl/crypto/rsa/rsa_sp800_56b_gen.c',

'openssl/crypto/rsa/rsa_x931.c',
'openssl/crypto/sha/keccak1600.c',
'openssl/crypto/sha/sha1dgst.c',
'openssl/crypto/sha/sha256.c',
'openssl/crypto/sha/sha3.c',
'openssl/crypto/sha/sha512.c',
'openssl/crypto/stack/stack.c',
'openssl/providers/common/der/der_rsa_sig.c',
'openssl/providers/common/bio_prov.c',
'openssl/providers/common/capabilities.c',
'openssl/providers/common/digest_to_nid.c',
'openssl/providers/common/provider_seeding.c',
'openssl/providers/common/provider_util.c',
'openssl/providers/common/securitycheck.c',
'openssl/providers/common/securitycheck_fips.c',
'openssl/providers/fips/fipsprov.c',
'openssl/providers/fips/self_test.c',
'openssl/providers/fips/self_test_kats.c',
'openssl/providers/implementations/asymciphers/rsa_enc.c',
'openssl/providers/implementations/ciphers/cipher_aes.c',
'openssl/providers/implementations/ciphers/cipher_aes_cbc_hmac_sha.c',
'openssl/providers/implementations/ciphers/cipher_aes_cbc_hmac_sha1_hw.c',
'openssl/providers/implementations/ciphers/cipher_aes_cbc_hmac_sha256_hw.c',
'openssl/providers/implementations/ciphers/cipher_aes_ccm.c',
'openssl/providers/implementations/ciphers/cipher_aes_ccm_hw.c',
'openssl/providers/implementations/ciphers/cipher_aes_gcm.c',
'openssl/providers/implementations/ciphers/cipher_aes_gcm_hw.c',
'openssl/providers/implementations/ciphers/cipher_aes_hw.c',
'openssl/providers/implementations/ciphers/cipher_aes_ocb.c',
'openssl/providers/implementations/ciphers/cipher_aes_ocb_hw.c',
'openssl/providers/implementations/ciphers/cipher_aes_wrp.c',
'openssl/providers/implementations/ciphers/cipher_aes_xts.c',
'openssl/providers/implementations/ciphers/cipher_aes_xts_fips.c',
'openssl/providers/implementations/ciphers/cipher_aes_xts_hw.c',
'openssl/providers/implementations/ciphers/cipher_cts.c',
'openssl/providers/implementations/ciphers/cipher_tdes.c',
'openssl/providers/implementations/ciphers/cipher_tdes_common.c',
'openssl/providers/implementations/ciphers/cipher_tdes_hw.c',
'openssl/providers/implementations/digests/sha2_prov.c',
'openssl/providers/implementations/digests/sha3_prov.c',
'openssl/providers/implementations/exchange/dh_exch.c',
'openssl/providers/implementations/exchange/ecdh_exch.c',
'openssl/providers/implementations/exchange/ecx_exch.c',
'openssl/providers/implementations/exchange/kdf_exch.c',
'openssl/providers/implementations/kdfs/hkdf.c',
'openssl/providers/implementations/kdfs/kbkdf.c',
'openssl/providers/implementations/kdfs/pbkdf2.c',
'openssl/providers/implementations/kdfs/pbkdf2_fips.c',

'openssl/providers/implementations/kdfs/sshkdf.c',
'openssl/providers/implementations/kdfs/sskdf.c',
'openssl/providers/implementations/kdfs/tls1_prf.c',
'openssl/providers/implementations/kdfs/x942kdf.c',
'openssl/providers/implementations/kem/rsa_kem.c',

'openssl/providers/implementations/keymgmt/dh_kmgmt.c',
'openssl/providers/implementations/keymgmt/dsa_kmgmt.c',
'openssl/providers/implementations/keymgmt/ec_kmgmt.c',
'openssl/providers/implementations/keymgmt/ecx_kmgmt.c',
'openssl/providers/implementations/keymgmt/kdf_legacy_kmgmt.c',
'openssl/providers/implementations/keymgmt/mac_legacy_kmgmt.c',
'openssl/providers/implementations/keymgmt/rsa_kmgmt.c',
'openssl/providers/implementations/macs/cmac_prov.c',
'openssl/providers/implementations/macs/gmac_prov.c',
'openssl/providers/implementations/macs/hmac_prov.c',
'openssl/providers/implementations/macs/kmac_prov.c',
'openssl/providers/implementations/rands/crngt.c',
'openssl/providers/implementations/rands/drbg.c',
'openssl/providers/implementations/rands/drbg_ctr.c',
'openssl/providers/implementations/rands/drbg_hash.c',
'openssl/providers/implementations/rands/drbg_hmac.c',
'openssl/providers/implementations/rands/test_rng.c',
'openssl/providers/implementations/signature/dsa_sig.c',
'openssl/providers/implementations/signature/ecdsa_sig.c',
'openssl/providers/implementations/signature/eddsa_sig.c',
'openssl/providers/implementations/signature/mac_legacy_sig.c',
'openssl/providers/implementations/signature/rsa_sig.c',
'openssl/ssl/s3_cbc.c',
'openssl/providers/common/der/der_dsa_key.c',
'openssl/providers/common/der/der_dsa_sig.c',
'openssl/providers/common/der/der_ec_key.c',
'openssl/providers/common/der/der_ec_sig.c',
'openssl/providers/common/der/der_ecx_key.c',
'openssl/providers/common/der/der_rsa_key.c',
'openssl/providers/common/provider_ctx.c',
'openssl/providers/common/provider_err.c',
'openssl/providers/implementations/ciphers/ciphercommon.c',
'openssl/providers/implementations/ciphers/ciphercommon_block.c',
'openssl/providers/implementations/ciphers/ciphercommon_ccm.c',
'openssl/providers/implementations/ciphers/ciphercommon_ccm_hw.c',
'openssl/providers/implementations/ciphers/ciphercommon_gcm.c',
'openssl/providers/implementations/ciphers/ciphercommon_gcm_hw.c',
'openssl/providers/implementations/ciphers/ciphercommon_hw.c',
'openssl/providers/implementations/digests/digestcommon.c',
'openssl/ssl/record/tls_pad.c',
'openssl/providers/fips/fips_entry.c',

```
  ],
  'openssl_sources_BSD-x86_64': [
    './config/archs/BSD-x86_64/no-asm/providers/common/der/der_sm2_gen.c',
    './config/archs/BSD-x86_64/no-asm/providers/common/der/der_digests_gen.c',
    './config/archs/BSD-x86_64/no-asm/providers/common/der/der_dsa_gen.c',
    './config/archs/BSD-x86_64/no-asm/providers/common/der/der_ec_gen.c',
    './config/archs/BSD-x86_64/no-asm/providers/common/der/der_ecx_gen.c',
    './config/archs/BSD-x86_64/no-asm/providers/common/der/der_rsa_gen.c',
    './config/archs/BSD-x86_64/no-asm/providers/common/der/der_wrap_gen.c',
     './config/archs/BSD-x86_64/no-asm/providers/legacy.ld',
    './config/archs/BSD-x86_64/no-asm/providers/fips.ld',

  ],
  'openssl_defines_BSD-x86_64': [
    'NDEBUG',
    'L_ENDIAN',
    'OPENSSL_BUILDING_OPENSSL',
    'FIPS_MODULE',
    'FIPS_MODULE',
  ],
  'openssl_cflags_BSD-x86_64': [
    '-Wall -O3',
    '-pthread',
    '-Wall -O3',
  ],
  'openssl_ex_libs_BSD-x86_64': [
    '-pthread',
  ],
  'linker_script': ''
},
'include_dirs': [
  '.',
  './include',
  './crypto',
  './crypto/include/internal',
  './providers/common/include',
],
'defines': ['<@(openssl_defines_BSD-x86_64)'],
'cflags': ['<@(openssl_cflags_BSD-x86_64)'],
'libraries': ['<@(openssl_ex_libs_BSD-x86_64)'],

'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86_64)'],
'direct_dependent_settings': {
  'include_dirs': ['./include', '.'],
  'defines': ['<@(openssl_defines_BSD-x86_64)'],
},
}
```

```
/*
* WARNING: do not edit!
* Generated by configdata.pm from Configurations/common0.tmpl, Configurations/unix-Makefile.tmpl
* via Makefile.in
*
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*/

#ifndef OPENSSL_CONFIGURATION_H
# define OPENSSL_CONFIGURATION_H
# pragma once

# ifdef  __cplusplus
extern "C" {
# endif

# ifdef OPENSSL_ALGORITHM_DEFINES
#  error OPENSSL_ALGORITHM_DEFINES no longer supported
# endif

/*
* OpenSSL was configured with the following options:
*/

# define OPENSSL_CONFIGURED_API 30000
# ifndef OPENSSL_RAND_SEED_OS
#  define OPENSSL_RAND_SEED_OS
# endif
# ifndef OPENSSL_THREADS
#  define OPENSSL_THREADS
# endif
# ifndef OPENSSL_NO_AFALGENG
#  define OPENSSL_NO_AFALGENG
# endif
# ifndef
 OPENSSL_NO_ASAN
#  define OPENSSL_NO_ASAN
# endif
# ifndef OPENSSL_NO_ASM
#  define OPENSSL_NO_ASM
# endif
# ifndef OPENSSL_NO_COMP
#  define OPENSSL_NO_COMP
```

```
# endif
# ifndef OPENSSL_NO_CRYPTO_MDEBUG
#  define OPENSSL_NO_CRYPTO_MDEBUG
# endif
# ifndef OPENSSL_NO_CRYPTO_MDEBUG_BACKTRACE
#  define OPENSSL_NO_CRYPTO_MDEBUG_BACKTRACE
# endif
# ifndef OPENSSL_NO_EC_NISTP_64_GCC_128
#  define OPENSSL_NO_EC_NISTP_64_GCC_128
# endif
# ifndef OPENSSL_NO_EGD
#  define OPENSSL_NO_EGD
# endif
# ifndef OPENSSL_NO_EXTERNAL_TESTS
#  define OPENSSL_NO_EXTERNAL_TESTS
# endif
# ifndef OPENSSL_NO_FUZZ_AFL
#  define OPENSSL_NO_FUZZ_AFL
# endif
# ifndef OPENSSL_NO_FUZZ_LIBFUZZER
#  define OPENSSL_NO_FUZZ_LIBFUZZER
# endif
# ifndef OPENSSL_NO_KTLS
#  define OPENSSL_NO_KTLS
# endif
# ifndef OPENSSL_NO_LOADERENG
#  define OPENSSL_NO_LOADERENG
# endif
# ifndef OPENSSL_NO_MD2
#  define OPENSSL_NO_MD2
# endif
# ifndef OPENSSL_NO_MSAN
#  define OPENSSL_NO_MSAN
# endif
# ifndef OPENSSL_NO_RC5
#  define OPENSSL_NO_RC5
#
 endif
# ifndef OPENSSL_NO_SCTP
#  define OPENSSL_NO_SCTP
# endif
# ifndef OPENSSL_NO_SSL3
#  define OPENSSL_NO_SSL3
# endif
# ifndef OPENSSL_NO_SSL3_METHOD
#  define OPENSSL_NO_SSL3_METHOD
# endif
# ifndef OPENSSL_NO_TRACE
```

```
#  define OPENSSL_NO_TRACE
# endif
# ifndef OPENSSL_NO_UBSAN
#  define OPENSSL_NO_UBSAN
# endif
# ifndef OPENSSL_NO_UNIT_TEST
#  define OPENSSL_NO_UNIT_TEST
# endif
# ifndef OPENSSL_NO_UPLINK
#  define OPENSSL_NO_UPLINK
# endif
# ifndef OPENSSL_NO_WEAK_SSL_CIPHERS
#  define OPENSSL_NO_WEAK_SSL_CIPHERS
# endif
# ifndef OPENSSL_NO_DYNAMIC_ENGINE
#  define OPENSSL_NO_DYNAMIC_ENGINE
# endif


/* Generate 80386 code? */
# undef I386_ONLY

/*
* The following are cipher-specific, but are part of the public API.
*/
# if !defined(OPENSSL_SYS_UEFI)
#  define BN_LLONG
/* Only one for the following should be defined */
#  undef SIXTY_FOUR_BIT_LONG
#  undef SIXTY_FOUR_BIT
#  define THIRTY_TWO_BIT
# endif

# define RC4_INT unsigned int

# ifdef  __cplusplus
}
# endif

#endif
                        /* OPENSSL_CONFIGURATION_H */
```

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#ifndef SRC_PERMISSION_INSPECTOR_PERMISSION_H_
#define SRC_PERMISSION_INSPECTOR_PERMISSION_H_

#if defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS

#include <string>
#include "permission/permission_base.h"

namespace node {

namespace permission {

class InspectorPermission final : public PermissionBase {
public:
 void Apply(Environment* env,
            const std::vector<std::string>& allow,
            PermissionScope scope) override;

```
 bool is_granted(Environment* env,
                 PermissionScope perm,
                 const std::string_view& param = "") const override;

private:
 bool deny_all_;
};

}  // namespace permission

}  // namespace node

#endif  // defined(NODE_WANT_INTERNALS) && NODE_WANT_INTERNALS
#endif  // SRC_PERMISSION_INSPECTOR_PERMISSION_H_
```

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==========

```
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/asn1t.h.in
*
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*/



#ifndef OPENSSL_ASN1T_H
# define OPENSSL_ASN1T_H
# pragma once

# include <openssl/macros.h>
# ifndef OPENSSL_NO_DEPRECATED_3_0
#  define HEADER_ASN1T_H
# endif

# include <stddef.h>
# include <openssl/e_os2.h>
# include <openssl/asn1.h>

# ifdef OPENSSL_BUILD_SHLIBCRYPTO
#  undef OPENSSL_EXTERN
```

```
#  define OPENSSL_EXTERN OPENSSL_EXPORT
# endif

/* ASN1 template defines, structures and functions */

#ifdef  __cplusplus
extern "C" {
#endif

/*-
* These are the possible values for the itype field of the
* ASN1_ITEM structure and determine how it is interpreted.
*
* For PRIMITIVE
 types the underlying type
* determines the behaviour if items is NULL.
*
* Otherwise templates must contain a single
* template and the type is treated in the
* same way as the type specified in the template.
*
* For SEQUENCE types the templates field points
* to the members, the size field is the
* structure size.
*
* For CHOICE types the templates field points
* to each possible member (typically a union)
* and the 'size' field is the offset of the
* selector.
*
* The 'funcs' field is used for application-specific
* data and functions.
*
* The EXTERN type uses a new style d2i/i2d.
* The new style should be used where possible
* because it avoids things like the d2i IMPLICIT
* hack.
*
* MSTRING is a multiple string type, it is used
* for a CHOICE of character strings where the
* actual strings all occupy an ASN1_STRING
* structure. In this case the 'utype' field
* has a special meaning, it is used as a mask
* of acceptable types using the B_ASN1 constants.
 *
* NDEF_SEQUENCE is the same as SEQUENCE except
* that it will use indefinite length constructed
* encoding if requested.
```

```
*
*/

# define ASN1_ITYPE_PRIMITIVE           0x0
# define ASN1_ITYPE_SEQUENCE            0x1
# define ASN1_ITYPE_CHOICE              0x2
/* unused value                       0x3 */
# define ASN1_ITYPE_EXTERN              0x4
# define ASN1_ITYPE_MSTRING             0x5
# define ASN1_ITYPE_NDEF_SEQUENCE       0x6

/* Macro to obtain ASN1_ADB pointer from a type (only used internally) */
# define ASN1_ADB_ptr(iptr) ((const ASN1_ADB *)((iptr)()))

/* Macros for start and end of ASN1_ITEM definition */

# define ASN1_ITEM_start(itname) \
      const ASN1_ITEM * itname##_it(void) \
      { \
            static const ASN1_ITEM local_it = {

# define static_ASN1_ITEM_start(itname) \
      static ASN1_ITEM_start(itname)

# define ASN1_ITEM_end(itname) \
            }; \
      return &local_it; \
      }

/* Macros to aid ASN1 template
 writing */

# define ASN1_ITEM_TEMPLATE(tname) \
      static const ASN1_TEMPLATE tname##_item_tt

# define ASN1_ITEM_TEMPLATE_END(tname) \
      ;\
      ASN1_ITEM_start(tname) \
            ASN1_ITYPE_PRIMITIVE,\
            -1,\
            &tname##_item_tt,\
            0,\
            NULL,\
            0,\
            #tname \
      ASN1_ITEM_end(tname)
# define static_ASN1_ITEM_TEMPLATE_END(tname) \
      ;\
```

```
    static_ASN1_ITEM_start(tname) \
            ASN1_ITYPE_PRIMITIVE,\
            -1,\
            &tname##_item_tt,\
            0,\
            NULL,\
            0,\
            #tname \
    ASN1_ITEM_end(tname)

/* This is a ASN1 type which just embeds a template */

/*-
* This pair helps declare a SEQUENCE. We can do:
*
*      ASN1_SEQUENCE(stname) = {
*              ... SEQUENCE components ...
*      } ASN1_SEQUENCE_END(stname)
*
*      This will produce an ASN1_ITEM called stname_it
 *      for a structure called stname.
*
*      If you want the same structure but a different
*      name then use:
*
*      ASN1_SEQUENCE(itname) = {
*              ... SEQUENCE components ...
*      } ASN1_SEQUENCE_END_name(stname, itname)
*
*      This will create an item called itname_it using
*      a structure called stname.
*/

# define ASN1_SEQUENCE(tname) \
    static const ASN1_TEMPLATE tname##_seq_tt[]

# define ASN1_SEQUENCE_END(stname) ASN1_SEQUENCE_END_name(stname, stname)

# define static_ASN1_SEQUENCE_END(stname) static_ASN1_SEQUENCE_END_name(stname, stname)

# define ASN1_SEQUENCE_END_name(stname, tname) \
    ;\
    ASN1_ITEM_start(tname) \
            ASN1_ITYPE_SEQUENCE,\
            V_ASN1_SEQUENCE,\
            tname##_seq_tt,\
            sizeof(tname##_seq_tt) / sizeof(ASN1_TEMPLATE),\
            NULL,\
```

```
            sizeof(stname),\
            #tname \
        ASN1_ITEM_end(tname)

# define static_ASN1_SEQUENCE_END_name(stname,
 tname) \
        ;\
        static_ASN1_ITEM_start(tname) \
            ASN1_ITYPE_SEQUENCE,\
            V_ASN1_SEQUENCE,\
            tname##_seq_tt,\
            sizeof(tname##_seq_tt) / sizeof(ASN1_TEMPLATE),\
            NULL,\
            sizeof(stname),\
            #stname \
        ASN1_ITEM_end(tname)

# define ASN1_NDEF_SEQUENCE(tname) \
        ASN1_SEQUENCE(tname)

# define ASN1_NDEF_SEQUENCE_cb(tname, cb) \
        ASN1_SEQUENCE_cb(tname, cb)

# define ASN1_SEQUENCE_cb(tname, cb) \
        static const ASN1_AUX tname##_aux = {NULL, 0, 0, 0, cb, 0, NULL}; \
        ASN1_SEQUENCE(tname)

# define ASN1_SEQUENCE_const_cb(tname, const_cb) \
        static const ASN1_AUX tname##_aux = \
          {NULL, ASN1_AFLG_CONST_CB, 0, 0, NULL, 0, const_cb}; \
        ASN1_SEQUENCE(tname)

# define ASN1_SEQUENCE_cb_const_cb(tname, cb, const_cb) \
        static const ASN1_AUX tname##_aux = \
          {NULL, ASN1_AFLG_CONST_CB, 0, 0, cb,
 0, const_cb}; \
        ASN1_SEQUENCE(tname)

# define ASN1_SEQUENCE_ref(tname, cb) \
        static const ASN1_AUX tname##_aux = {NULL, ASN1_AFLG_REFCOUNT, offsetof(tname, references),
offsetof(tname, lock), cb, 0, NULL}; \
        ASN1_SEQUENCE(tname)

# define ASN1_SEQUENCE_enc(tname, enc, cb) \
        static const ASN1_AUX tname##_aux = {NULL, ASN1_AFLG_ENCODING, 0, 0, cb, offsetof(tname, enc),
NULL}; \
        ASN1_SEQUENCE(tname)
```

```
# define ASN1_NDEF_SEQUENCE_END(tname) \
        ;\
        ASN1_ITEM_start(tname) \
                ASN1_ITYPE_NDEF_SEQUENCE,\
                V_ASN1_SEQUENCE,\
                tname##_seq_tt,\
                sizeof(tname##_seq_tt) / sizeof(ASN1_TEMPLATE),\
                NULL,\
                sizeof(tname),\
                #tname \
        ASN1_ITEM_end(tname)
# define static_ASN1_NDEF_SEQUENCE_END(tname) \
        ;\
        static_ASN1_ITEM_start(tname) \
                ASN1_ITYPE_NDEF_SEQUENCE,\
                V_ASN1_SEQUENCE,\

        tname##_seq_tt,\
                sizeof(tname##_seq_tt) / sizeof(ASN1_TEMPLATE),\
                NULL,\
                sizeof(tname),\
                #tname \
        ASN1_ITEM_end(tname)


# define ASN1_SEQUENCE_END_enc(stname, tname) ASN1_SEQUENCE_END_ref(stname, tname)

# define ASN1_SEQUENCE_END_cb(stname, tname) ASN1_SEQUENCE_END_ref(stname, tname)
# define static_ASN1_SEQUENCE_END_cb(stname, tname) static_ASN1_SEQUENCE_END_ref(stname, tname)

# define ASN1_SEQUENCE_END_ref(stname, tname) \
        ;\
        ASN1_ITEM_start(tname) \
                ASN1_ITYPE_SEQUENCE,\
                V_ASN1_SEQUENCE,\
                tname##_seq_tt,\
                sizeof(tname##_seq_tt) / sizeof(ASN1_TEMPLATE),\
                &tname##_aux,\
                sizeof(stname),\
                #tname \
        ASN1_ITEM_end(tname)
# define static_ASN1_SEQUENCE_END_ref(stname, tname) \
        ;\
        static_ASN1_ITEM_start(tname) \
                ASN1_ITYPE_SEQUENCE,\

      V_ASN1_SEQUENCE,\
                tname##_seq_tt,\
```

```
            sizeof(tname##_seq_tt) / sizeof(ASN1_TEMPLATE),\
            &tname##_aux,\
            sizeof(stname),\
            #stname \
        ASN1_ITEM_end(tname)

# define ASN1_NDEF_SEQUENCE_END_cb(stname, tname) \
        ;\
        ASN1_ITEM_start(tname) \
            ASN1_ITYPE_NDEF_SEQUENCE,\
            V_ASN1_SEQUENCE,\
            tname##_seq_tt,\
            sizeof(tname##_seq_tt) / sizeof(ASN1_TEMPLATE),\
            &tname##_aux,\
            sizeof(stname),\
            #stname \
        ASN1_ITEM_end(tname)

/*-
* This pair helps declare a CHOICE type. We can do:
*
*       ASN1_CHOICE(chname) = {
*               ... CHOICE options ...
*       ASN1_CHOICE_END(chname)
*
*       This will produce an ASN1_ITEM called chname_it
*       for a structure called chname. The structure
*       definition must look like this:
*       typedef struct {
*               int type;
*
            union {
*                       ASN1_SOMETHING *opt1;
*                       ASN1_SOMEOTHER *opt2;
*               } value;
*       } chname;
*
*       the name of the selector must be 'type'.
*       to use an alternative selector name use the
*       ASN1_CHOICE_END_selector() version.
*/

# define ASN1_CHOICE(tname) \
        static const ASN1_TEMPLATE tname##_ch_tt[]

# define ASN1_CHOICE_cb(tname, cb) \
        static const ASN1_AUX tname##_aux = {NULL, 0, 0, 0, cb, 0, NULL}; \
        ASN1_CHOICE(tname)
```

```
# define ASN1_CHOICE_END(stname) ASN1_CHOICE_END_name(stname, stname)

# define static_ASN1_CHOICE_END(stname) static_ASN1_CHOICE_END_name(stname, stname)

# define ASN1_CHOICE_END_name(stname, tname) ASN1_CHOICE_END_selector(stname, tname, type)

# define static_ASN1_CHOICE_END_name(stname, tname) static_ASN1_CHOICE_END_selector(stname, tname,
type)

# define ASN1_CHOICE_END_selector(stname, tname, selname) \
    ;\
    ASN1_ITEM_start(tname) \

   ASN1_ITYPE_CHOICE,\
        offsetof(stname,selname) ,\
        tname##_ch_tt,\
        sizeof(tname##_ch_tt) / sizeof(ASN1_TEMPLATE),\
        NULL,\
        sizeof(stname),\
        #stname \
    ASN1_ITEM_end(tname)

# define static_ASN1_CHOICE_END_selector(stname, tname, selname) \
    ;\
    static_ASN1_ITEM_start(tname) \
        ASN1_ITYPE_CHOICE,\
        offsetof(stname,selname) ,\
        tname##_ch_tt,\
        sizeof(tname##_ch_tt) / sizeof(ASN1_TEMPLATE),\
        NULL,\
        sizeof(stname),\
        #stname \
    ASN1_ITEM_end(tname)

# define ASN1_CHOICE_END_cb(stname, tname, selname) \
    ;\
    ASN1_ITEM_start(tname) \
        ASN1_ITYPE_CHOICE,\
        offsetof(stname,selname) ,\
        tname##_ch_tt,\
        sizeof(tname##_ch_tt) / sizeof(ASN1_TEMPLATE),\
        &tname##_aux,\

  sizeof(stname),\
        #stname \
    ASN1_ITEM_end(tname)
```

```
/* This helps with the template wrapper form of ASN1_ITEM */

# define ASN1_EX_TEMPLATE_TYPE(flags, tag, name, type) { \
      (flags), (tag), 0,\
      #name, ASN1_ITEM_ref(type) }

/* These help with SEQUENCE or CHOICE components */

/* used to declare other types */

# define ASN1_EX_TYPE(flags, tag, stname, field, type) { \
      (flags), (tag), offsetof(stname, field),\
      #field, ASN1_ITEM_ref(type) }

/* implicit and explicit helper macros */

# define ASN1_IMP_EX(stname, field, type, tag, ex) \
       ASN1_EX_TYPE(ASN1_TFLG_IMPLICIT | (ex), tag, stname, field, type)

# define ASN1_EXP_EX(stname, field, type, tag, ex) \
       ASN1_EX_TYPE(ASN1_TFLG_EXPLICIT | (ex), tag, stname, field, type)

/* Any defined by macros: the field used is in the table itself */

# define ASN1_ADB_OBJECT(tblname) { ASN1_TFLG_ADB_OID, -1, 0, #tblname, tblname##_adb }
# define ASN1_ADB_INTEGER(tblname) { ASN1_TFLG_ADB_INT,
 -1, 0, #tblname, tblname##_adb }

/* Plain simple type */
# define ASN1_SIMPLE(stname, field, type) ASN1_EX_TYPE(0,0, stname, field, type)
/* Embedded simple type */
# define ASN1_EMBED(stname, field, type) ASN1_EX_TYPE(ASN1_TFLG_EMBED,0, stname, field, type)

/* OPTIONAL simple type */
# define ASN1_OPT(stname, field, type) ASN1_EX_TYPE(ASN1_TFLG_OPTIONAL, 0, stname, field, type)
# define ASN1_OPT_EMBED(stname, field, type)
ASN1_EX_TYPE(ASN1_TFLG_OPTIONAL|ASN1_TFLG_EMBED, 0, stname, field, type)

/* IMPLICIT tagged simple type */
# define ASN1_IMP(stname, field, type, tag) ASN1_IMP_EX(stname, field, type, tag, 0)
# define ASN1_IMP_EMBED(stname, field, type, tag) ASN1_IMP_EX(stname, field, type, tag,
ASN1_TFLG_EMBED)

/* IMPLICIT tagged OPTIONAL simple type */
# define ASN1_IMP_OPT(stname, field, type, tag) ASN1_IMP_EX(stname, field, type, tag,
ASN1_TFLG_OPTIONAL)
# define ASN1_IMP_OPT_EMBED(stname, field, type, tag) ASN1_IMP_EX(stname, field, type, tag,
ASN1_TFLG_OPTIONAL|ASN1_TFLG_EMBED)
```

```
/*
 Same as above but EXPLICIT */

# define ASN1_EXP(stname, field, type, tag) ASN1_EXP_EX(stname, field, type, tag, 0)
# define ASN1_EXP_EMBED(stname, field, type, tag) ASN1_EXP_EX(stname, field, type, tag,
ASN1_TFLG_EMBED)
# define ASN1_EXP_OPT(stname, field, type, tag) ASN1_EXP_EX(stname, field, type, tag,
ASN1_TFLG_OPTIONAL)
# define ASN1_EXP_OPT_EMBED(stname, field, type, tag) ASN1_EXP_EX(stname, field, type, tag,
ASN1_TFLG_OPTIONAL|ASN1_TFLG_EMBED)

/* SEQUENCE OF type */
# define ASN1_SEQUENCE_OF(stname, field, type) \
        ASN1_EX_TYPE(ASN1_TFLG_SEQUENCE_OF, 0, stname, field, type)

/* OPTIONAL SEQUENCE OF */
# define ASN1_SEQUENCE_OF_OPT(stname, field, type) \
        ASN1_EX_TYPE(ASN1_TFLG_SEQUENCE_OF|ASN1_TFLG_OPTIONAL, 0, stname, field, type)

/* Same as above but for SET OF */

# define ASN1_SET_OF(stname, field, type) \
        ASN1_EX_TYPE(ASN1_TFLG_SET_OF, 0, stname, field, type)

# define ASN1_SET_OF_OPT(stname, field, type)
 \
        ASN1_EX_TYPE(ASN1_TFLG_SET_OF|ASN1_TFLG_OPTIONAL, 0, stname, field, type)

/* Finally compound types of SEQUENCE, SET, IMPLICIT, EXPLICIT and OPTIONAL */

# define ASN1_IMP_SET_OF(stname, field, type, tag) \
                ASN1_IMP_EX(stname, field, type, tag, ASN1_TFLG_SET_OF)

# define ASN1_EXP_SET_OF(stname, field, type, tag) \
                ASN1_EXP_EX(stname, field, type, tag, ASN1_TFLG_SET_OF)

# define ASN1_IMP_SET_OF_OPT(stname, field, type, tag) \
                ASN1_IMP_EX(stname, field, type, tag, ASN1_TFLG_SET_OF|ASN1_TFLG_OPTIONAL)

# define ASN1_EXP_SET_OF_OPT(stname, field, type, tag) \
                ASN1_EXP_EX(stname, field, type, tag, ASN1_TFLG_SET_OF|ASN1_TFLG_OPTIONAL)

# define ASN1_IMP_SEQUENCE_OF(stname, field, type, tag) \
                ASN1_IMP_EX(stname, field, type, tag, ASN1_TFLG_SEQUENCE_OF)

# define ASN1_IMP_SEQUENCE_OF_OPT(stname, field, type, tag) \
                ASN1_IMP_EX(stname,
```

```
 field, type, tag, ASN1_TFLG_SEQUENCE_OF|ASN1_TFLG_OPTIONAL)

# define ASN1_EXP_SEQUENCE_OF(stname, field, type, tag) \
                ASN1_EXP_EX(stname, field, type, tag, ASN1_TFLG_SEQUENCE_OF)

# define ASN1_EXP_SEQUENCE_OF_OPT(stname, field, type, tag) \
                ASN1_EXP_EX(stname, field, type, tag,
ASN1_TFLG_SEQUENCE_OF|ASN1_TFLG_OPTIONAL)

/* EXPLICIT using indefinite length constructed form */
# define ASN1_NDEF_EXP(stname, field, type, tag) \
                ASN1_EXP_EX(stname, field, type, tag, ASN1_TFLG_NDEF)

/* EXPLICIT OPTIONAL using indefinite length constructed form */
# define ASN1_NDEF_EXP_OPT(stname, field, type, tag) \
                ASN1_EXP_EX(stname, field, type, tag, ASN1_TFLG_OPTIONAL|ASN1_TFLG_NDEF)

/* Macros for the ASN1_ADB structure */

# define ASN1_ADB(name) \
      static const ASN1_ADB_TABLE name##_adbtbl[]

# define ASN1_ADB_END(name, flags, field, adb_cb, def, none) \
      ;\
      static const ASN1_ITEM
 *name##_adb(void) \
      { \
      static const ASN1_ADB internal_adb = \
            {\
            flags,\
            offsetof(name, field),\
            adb_cb,\
            name##_adbtbl,\
            sizeof(name##_adbtbl) / sizeof(ASN1_ADB_TABLE),\
            def,\
            none\
            }; \
            return (const ASN1_ITEM *) &internal_adb; \
      } \
      void dummy_function(void)

# define ADB_ENTRY(val, template) {val, template}

# define ASN1_ADB_TEMPLATE(name) \
      static const ASN1_TEMPLATE name##_tt

/*
* This is the ASN1 template structure that defines a wrapper round the
```

```
* actual type. It determines the actual position of the field in the value
* structure, various flags such as OPTIONAL and the field name.
*/

struct ASN1_TEMPLATE_st {
  unsigned long flags;       /* Various flags */
  long tag;                  /* tag, not used if no tagging */
  unsigned long offset;      /* Offset
 of this field in structure */
  const char *field_name;    /* Field name */
  ASN1_ITEM_EXP *item;       /* Relevant ASN1_ITEM or ASN1_ADB */
};

/* Macro to extract ASN1_ITEM and ASN1_ADB pointer from ASN1_TEMPLATE */

# define ASN1_TEMPLATE_item(t) (t->item_ptr)
# define ASN1_TEMPLATE_adb(t) (t->item_ptr)

typedef struct ASN1_ADB_TABLE_st ASN1_ADB_TABLE;
typedef struct ASN1_ADB_st ASN1_ADB;

struct ASN1_ADB_st {
  unsigned long flags;       /* Various flags */
  unsigned long offset;      /* Offset of selector field */
  int (*adb_cb)(long *psel);  /* Application callback */
  const ASN1_ADB_TABLE *tbl;  /* Table of possible types */
  long tblcount;             /* Number of entries in tbl */
  const ASN1_TEMPLATE *default_tt; /* Type to use if no match */
  const ASN1_TEMPLATE *null_tt; /* Type to use if selector is NULL */
};

struct ASN1_ADB_TABLE_st {
  long value;                /* NID for an object or value for an int */
  const ASN1_TEMPLATE tt;
  /* item for this value */
};

/* template flags */

/* Field is optional */
# define ASN1_TFLG_OPTIONAL      (0x1)

/* Field is a SET OF */
# define ASN1_TFLG_SET_OF       (0x1 << 1)

/* Field is a SEQUENCE OF */
# define ASN1_TFLG_SEQUENCE_OF   (0x2 << 1)
```

```
/*
* Special case: this refers to a SET OF that will be sorted into DER order
* when encoded *and* the corresponding STACK will be modified to match the
* new order.
*/
# define ASN1_TFLG_SET_ORDER     (0x3 << 1)

/* Mask for SET OF or SEQUENCE OF */
# define ASN1_TFLG_SK_MASK       (0x3 << 1)

/*
* These flags mean the tag should be taken from the tag field. If EXPLICIT
* then the underlying type is used for the inner tag.
*/

/* IMPLICIT tagging */
# define ASN1_TFLG_IMPTAG        (0x1 << 3)

/* EXPLICIT tagging, inner tag from underlying type */
# define ASN1_TFLG_EXPTAG        (0x2 << 3)

# define ASN1_TFLG_TAG_MASK      (0x3 << 3)

/* context specific IMPLICIT */
# define ASN1_TFLG_IMPLICIT      (ASN1_TFLG_IMPTAG|ASN1_TFLG_CONTEXT)

/*
 context specific EXPLICIT */
# define ASN1_TFLG_EXPLICIT      (ASN1_TFLG_EXPTAG|ASN1_TFLG_CONTEXT)

/*
* If tagging is in force these determine the type of tag to use. Otherwise
* the tag is determined by the underlying type. These values reflect the
* actual octet format.
*/

/* Universal tag */
# define ASN1_TFLG_UNIVERSAL     (0x0<<6)
/* Application tag */
# define ASN1_TFLG_APPLICATION   (0x1<<6)
/* Context specific tag */
# define ASN1_TFLG_CONTEXT       (0x2<<6)
/* Private tag */
# define ASN1_TFLG_PRIVATE       (0x3<<6)

# define ASN1_TFLG_TAG_CLASS     (0x3<<6)

/*
```

```
* These are for ANY DEFINED BY type. In this case the 'item' field points to
* an ASN1_ADB structure which contains a table of values to decode the
* relevant type
*/

# define ASN1_TFLG_ADB_MASK     (0x3<<8)

# define ASN1_TFLG_ADB_OID      (0x1<<8)

# define ASN1_TFLG_ADB_INT      (0x1<<9)

/*
* This flag when present in a SEQUENCE OF, SET OF or EXPLICIT causes
* indefinite length constructed
 encoding to be used if required.
*/

# define ASN1_TFLG_NDEF         (0x1<<11)

/* Field is embedded and not a pointer */
# define ASN1_TFLG_EMBED        (0x1 << 12)

/* This is the actual ASN1 item itself */

struct ASN1_ITEM_st {
  char itype;               /* The item type, primitive, SEQUENCE, CHOICE
                             * or extern */
  long utype;               /* underlying type */
  const ASN1_TEMPLATE *templates; /* If SEQUENCE or CHOICE this contains
                             * the contents */
  long tcount;              /* Number of templates if SEQUENCE or CHOICE */
  const void *funcs;        /* further data and type-specific functions */
  /* funcs can be ASN1_PRIMITIVE_FUNCS*, ASN1_EXTERN_FUNCS*, or ASN1_AUX* */
  long size;                /* Structure size (usually) */
  const char *sname;        /* Structure name */
};

/*
* Cache for ASN1 tag and length, so we don't keep re-reading it for things
* like
 CHOICE
*/

struct ASN1_TLC_st {
  char valid;               /* Values below are valid */
  int ret;                  /* return value */
  long plen;                /* length */
  int ptag;                 /* class value */
```

```
  int pclass;           /* class value */
  int hdrlen;           /* header length */
};

/* Typedefs for ASN1 function pointers */
typedef int ASN1_ex_d2i(ASN1_VALUE **pval, const unsigned char **in, long len,
                        const ASN1_ITEM *it, int tag, int aclass, char opt,
                        ASN1_TLC *ctx);

typedef int ASN1_ex_d2i_ex(ASN1_VALUE **pval, const unsigned char **in, long len,
                           const ASN1_ITEM *it, int tag, int aclass, char opt,
                           ASN1_TLC *ctx, OSSL_LIB_CTX *libctx,
                           const char *propq);
typedef int ASN1_ex_i2d(const ASN1_VALUE **pval, unsigned char **out,
                        const ASN1_ITEM *it, int tag, int aclass);
typedef
 int ASN1_ex_new_func(ASN1_VALUE **pval, const ASN1_ITEM *it);
typedef int ASN1_ex_new_ex_func(ASN1_VALUE **pval, const ASN1_ITEM *it,
                                OSSL_LIB_CTX *libctx, const char *propq);
typedef void ASN1_ex_free_func(ASN1_VALUE **pval, const ASN1_ITEM *it);

typedef int ASN1_ex_print_func(BIO *out, const ASN1_VALUE **pval,
                               int indent, const char *fname,
                               const ASN1_PCTX *pctx);

typedef int ASN1_primitive_i2c(const ASN1_VALUE **pval, unsigned char *cont,
                               int *putype, const ASN1_ITEM *it);
typedef int ASN1_primitive_c2i(ASN1_VALUE **pval, const unsigned char *cont,
                               int len, int utype, char *free_cont,
                               const ASN1_ITEM *it);
typedef int ASN1_primitive_print(BIO *out, const ASN1_VALUE **pval,
                                 const ASN1_ITEM *it, int indent,
                                 const ASN1_PCTX *pctx);

typedef
 struct ASN1_EXTERN_FUNCS_st {
  void *app_data;
  ASN1_ex_new_func *asn1_ex_new;
  ASN1_ex_free_func *asn1_ex_free;
  ASN1_ex_free_func *asn1_ex_clear;
  ASN1_ex_d2i *asn1_ex_d2i;
  ASN1_ex_i2d *asn1_ex_i2d;
  ASN1_ex_print_func *asn1_ex_print;
  ASN1_ex_new_ex_func *asn1_ex_new_ex;
  ASN1_ex_d2i_ex *asn1_ex_d2i_ex;
} ASN1_EXTERN_FUNCS;

typedef struct ASN1_PRIMITIVE_FUNCS_st {
```

```
  void *app_data;
  unsigned long flags;
  ASN1_ex_new_func *prim_new;
  ASN1_ex_free_func *prim_free;
  ASN1_ex_free_func *prim_clear;
  ASN1_primitive_c2i *prim_c2i;
  ASN1_primitive_i2c *prim_i2c;
  ASN1_primitive_print *prim_print;
} ASN1_PRIMITIVE_FUNCS;

/*
* This is the ASN1_AUX structure: it handles various miscellaneous
* requirements. For example the use of reference counts and an informational
* callback. The "informational callback" is called at various points during
* the ASN1 encoding and decoding. It can be used to provide minor
* customisation of the
 structures used. This is most useful where the
* supplied routines *almost* do the right thing but need some extra help at
* a few points. If the callback returns zero then it is assumed a fatal
* error has occurred and the main operation should be abandoned. If major
* changes in the default behaviour are required then an external type is
* more appropriate.
* For the operations ASN1_OP_I2D_PRE, ASN1_OP_I2D_POST, ASN1_OP_PRINT_PRE, and
* ASN1_OP_PRINT_POST, meanwhile a variant of the callback with const parameter
* 'in' is provided to make clear statically that its input is not modified. If
* and only if this variant is in use the flag ASN1_AFLG_CONST_CB must be set.
*/

typedef int ASN1_aux_cb(int operation, ASN1_VALUE **in, const ASN1_ITEM *it,
                        void *exarg);
typedef int ASN1_aux_const_cb(int operation, const ASN1_VALUE **in,
                              const ASN1_ITEM *it, void *exarg);

typedef struct ASN1_AUX_st {
  void *app_data;
  int flags;
   int ref_offset;           /* Offset of reference value */
  int ref_lock;             /* Offset of lock value */
  ASN1_aux_cb *asn1_cb;
  int enc_offset;           /* Offset of ASN1_ENCODING structure */
  ASN1_aux_const_cb *asn1_const_cb; /* for ASN1_OP_I2D_ and ASN1_OP_PRINT_ */
} ASN1_AUX;

/* For print related callbacks exarg points to this structure */
typedef struct ASN1_PRINT_ARG_st {
  BIO *out;
  int indent;
  const ASN1_PCTX *pctx;
```

```
} ASN1_PRINT_ARG;

/* For streaming related callbacks exarg points to this structure */
typedef struct ASN1_STREAM_ARG_st {
  /* BIO to stream through */
  BIO *out;
  /* BIO with filters appended */
  BIO *ndef_bio;
  /* Streaming I/O boundary */
  unsigned char **boundary;
} ASN1_STREAM_ARG;

/* Flags in ASN1_AUX */

/* Use a reference count */
# define ASN1_AFLG_REFCOUNT      1
/* Save the encoding of structure (useful for signatures) */
# define ASN1_AFLG_ENCODING      2
/* The Sequence length is invalid
 */
# define ASN1_AFLG_BROKEN        4
/* Use the new asn1_const_cb */
# define ASN1_AFLG_CONST_CB      8

/* operation values for asn1_cb */

# define ASN1_OP_NEW_PRE         0
# define ASN1_OP_NEW_POST        1
# define ASN1_OP_FREE_PRE        2
# define ASN1_OP_FREE_POST       3
# define ASN1_OP_D2I_PRE         4
# define ASN1_OP_D2I_POST        5
# define ASN1_OP_I2D_PRE         6
# define ASN1_OP_I2D_POST        7
# define ASN1_OP_PRINT_PRE       8
# define ASN1_OP_PRINT_POST      9
# define ASN1_OP_STREAM_PRE      10
# define ASN1_OP_STREAM_POST     11
# define ASN1_OP_DETACHED_PRE    12
# define ASN1_OP_DETACHED_POST   13
# define ASN1_OP_DUP_PRE         14
# define ASN1_OP_DUP_POST        15
# define ASN1_OP_GET0_LIBCTX     16
# define ASN1_OP_GET0_PROPQ      17

/* Macro to implement a primitive type */
# define IMPLEMENT_ASN1_TYPE(stname) IMPLEMENT_ASN1_TYPE_ex(stname, stname, 0)
# define IMPLEMENT_ASN1_TYPE_ex(itname, vname, ex) \
```

```
                        ASN1_ITEM_start(itname)
\
                            ASN1_ITYPE_PRIMITIVE, V_##vname, NULL, 0, NULL, ex, #itname \
                        ASN1_ITEM_end(itname)

/* Macro to implement a multi string type */
# define IMPLEMENT_ASN1_MSTRING(itname, mask) \
                        ASN1_ITEM_start(itname) \
                            ASN1_ITYPE_MSTRING, mask, NULL, 0, NULL, sizeof(ASN1_STRING), #itname \
                        ASN1_ITEM_end(itname)

# define IMPLEMENT_EXTERN_ASN1(sname, tag, fptrs) \
    ASN1_ITEM_start(sname) \
        ASN1_ITYPE_EXTERN, \
        tag, \
        NULL, \
        0, \
        &fptrs, \
        0, \
        #sname \
    ASN1_ITEM_end(sname)

/* Macro to implement standard functions in terms of ASN1_ITEM structures */

# define IMPLEMENT_ASN1_FUNCTIONS(stname) IMPLEMENT_ASN1_FUNCTIONS_fname(stname,
stname, stname)

# define IMPLEMENT_ASN1_FUNCTIONS_name(stname,
 itname) IMPLEMENT_ASN1_FUNCTIONS_fname(stname, itname, itname)

# define IMPLEMENT_ASN1_FUNCTIONS_ENCODE_name(stname, itname) \
                IMPLEMENT_ASN1_FUNCTIONS_ENCODE_fname(stname, itname, itname)

# define IMPLEMENT_STATIC_ASN1_ALLOC_FUNCTIONS(stname) \
            IMPLEMENT_ASN1_ALLOC_FUNCTIONS_pfname(static, stname, stname, stname)

# define IMPLEMENT_ASN1_ALLOC_FUNCTIONS(stname) \
            IMPLEMENT_ASN1_ALLOC_FUNCTIONS_fname(stname, stname, stname)

# define IMPLEMENT_ASN1_ALLOC_FUNCTIONS_pfname(pre, stname, itname, fname) \
    pre stname *fname##_new(void) \
    { \
        return (stname *)ASN1_item_new(ASN1_ITEM_rptr(itname)); \
    } \
    pre void fname##_free(stname *a) \
    { \
        ASN1_item_free((ASN1_VALUE *)a, ASN1_ITEM_rptr(itname)); \
    }
```

```
# define IMPLEMENT_ASN1_ALLOC_FUNCTIONS_fname(stname, itname, fname) \
    stname *fname##_new(void) \
    { \
        return (stname *)ASN1_item_new(ASN1_ITEM_rptr(itname));
 \
    } \
    void fname##_free(stname *a) \
    { \
        ASN1_item_free((ASN1_VALUE *)a, ASN1_ITEM_rptr(itname)); \
    }

# define IMPLEMENT_ASN1_FUNCTIONS_fname(stname, itname, fname) \
    IMPLEMENT_ASN1_ENCODE_FUNCTIONS_fname(stname, itname, fname) \
    IMPLEMENT_ASN1_ALLOC_FUNCTIONS_fname(stname, itname, fname)

# define IMPLEMENT_ASN1_ENCODE_FUNCTIONS_fname(stname, itname, fname) \
    stname *d2i_##fname(stname **a, const unsigned char **in, long len) \
    { \
        return (stname *)ASN1_item_d2i((ASN1_VALUE **)a, in, len, ASN1_ITEM_rptr(itname));\
    } \
    int i2d_##fname(const stname *a, unsigned char **out) \
    { \
        return ASN1_item_i2d((const ASN1_VALUE *)a, out, ASN1_ITEM_rptr(itname));\
    }

# define IMPLEMENT_ASN1_NDEF_FUNCTION(stname) \
    int i2d_##stname##_NDEF(const stname *a, unsigned char **out) \
    { \
        return
 ASN1_item_ndef_i2d((const ASN1_VALUE *)a, out, ASN1_ITEM_rptr(stname));\
    }

# define IMPLEMENT_STATIC_ASN1_ENCODE_FUNCTIONS(stname) \
    static stname *d2i_##stname(stname **a, \
                        const unsigned char **in, long len) \
    { \
        return (stname *)ASN1_item_d2i((ASN1_VALUE **)a, in, len, \
                                ASN1_ITEM_rptr(stname)); \
    } \
    static int i2d_##stname(const stname *a, unsigned char **out) \
    { \
        return ASN1_item_i2d((const ASN1_VALUE *)a, out, \
                         ASN1_ITEM_rptr(stname)); \
    }

# define IMPLEMENT_ASN1_DUP_FUNCTION(stname) \
    stname * stname##_dup(const stname *x) \
```

```
    { \
    return ASN1_item_dup(ASN1_ITEM_rptr(stname), x); \
    }

# define IMPLEMENT_ASN1_PRINT_FUNCTION(stname) \
    IMPLEMENT_ASN1_PRINT_FUNCTION_fname(stname, stname, stname)

# define IMPLEMENT_ASN1_PRINT_FUNCTION_fname(stname,
 itname, fname) \
    int fname##_print_ctx(BIO *out, const stname *x, int indent, \
                                const ASN1_PCTX *pctx) \
    { \
          return ASN1_item_print(out, (const ASN1_VALUE *)x, indent, \
                ASN1_ITEM_rptr(itname), pctx); \
    }

/* external definitions for primitive types */

DECLARE_ASN1_ITEM(ASN1_BOOLEAN)
DECLARE_ASN1_ITEM(ASN1_TBOOLEAN)
DECLARE_ASN1_ITEM(ASN1_FBOOLEAN)
DECLARE_ASN1_ITEM(ASN1_SEQUENCE)
DECLARE_ASN1_ITEM(CBIGNUM)
DECLARE_ASN1_ITEM(BIGNUM)
DECLARE_ASN1_ITEM(INT32)
DECLARE_ASN1_ITEM(ZINT32)
DECLARE_ASN1_ITEM(UINT32)
DECLARE_ASN1_ITEM(ZUINT32)
DECLARE_ASN1_ITEM(INT64)
DECLARE_ASN1_ITEM(ZINT64)
DECLARE_ASN1_ITEM(UINT64)
DECLARE_ASN1_ITEM(ZUINT64)

# ifndef OPENSSL_NO_DEPRECATED_3_0
/*
* LONG and ZLONG are strongly discouraged for use as stored data, as the
* underlying C type (long) differs in size depending on the architecture.
* They are designed with 32-bit longs
 in mind.
*/
DECLARE_ASN1_ITEM(LONG)
DECLARE_ASN1_ITEM(ZLONG)
# endif

SKM_DEFINE_STACK_OF_INTERNAL(ASN1_VALUE, ASN1_VALUE, ASN1_VALUE)
#define sk_ASN1_VALUE_num(sk) OPENSSL_sk_num(ossl_check_const_ASN1_VALUE_sk_type(sk))
#define sk_ASN1_VALUE_value(sk, idx) ((ASN1_VALUE
*)OPENSSL_sk_value(ossl_check_const_ASN1_VALUE_sk_type(sk), (idx)))
```

```
#define sk_ASN1_VALUE_new(cmp) ((STACK_OF(ASN1_VALUE)
*)OPENSSL_sk_new(ossl_check_ASN1_VALUE_compfunc_type(cmp)))
#define sk_ASN1_VALUE_new_null() ((STACK_OF(ASN1_VALUE) *)OPENSSL_sk_new_null())
#define sk_ASN1_VALUE_new_reserve(cmp, n) ((STACK_OF(ASN1_VALUE)
*)OPENSSL_sk_new_reserve(ossl_check_ASN1_VALUE_compfunc_type(cmp), (n)))
#define sk_ASN1_VALUE_reserve(sk, n) OPENSSL_sk_reserve(ossl_check_ASN1_VALUE_sk_type(sk), (n))
#define sk_ASN1_VALUE_free(sk) OPENSSL_sk_free(ossl_check_ASN1_VALUE_sk_type(sk))
#define sk_ASN1_VALUE_zero(sk) OPENSSL_sk_zero(ossl_check_ASN1_VALUE_sk_type(sk))
#define sk_ASN1_VALUE_delete(sk, i) ((ASN1_VALUE
*)OPENSSL_sk_delete(ossl_check_ASN1_VALUE_sk_type(sk),
 (i)))
#define sk_ASN1_VALUE_delete_ptr(sk, ptr) ((ASN1_VALUE
*)OPENSSL_sk_delete_ptr(ossl_check_ASN1_VALUE_sk_type(sk), ossl_check_ASN1_VALUE_type(ptr)))
#define sk_ASN1_VALUE_push(sk, ptr) OPENSSL_sk_push(ossl_check_ASN1_VALUE_sk_type(sk),
ossl_check_ASN1_VALUE_type(ptr))
#define sk_ASN1_VALUE_unshift(sk, ptr) OPENSSL_sk_unshift(ossl_check_ASN1_VALUE_sk_type(sk),
ossl_check_ASN1_VALUE_type(ptr))
#define sk_ASN1_VALUE_pop(sk) ((ASN1_VALUE
*)OPENSSL_sk_pop(ossl_check_ASN1_VALUE_sk_type(sk)))
#define sk_ASN1_VALUE_shift(sk) ((ASN1_VALUE
*)OPENSSL_sk_shift(ossl_check_ASN1_VALUE_sk_type(sk)))
#define sk_ASN1_VALUE_pop_free(sk, freefunc)
OPENSSL_sk_pop_free(ossl_check_ASN1_VALUE_sk_type(sk),ossl_check_ASN1_VALUE_freefunc_type(freef
unc))
#define sk_ASN1_VALUE_insert(sk, ptr, idx) OPENSSL_sk_insert(ossl_check_ASN1_VALUE_sk_type(sk),
ossl_check_ASN1_VALUE_type(ptr), (idx))
#define sk_ASN1_VALUE_set(sk, idx, ptr) ((ASN1_VALUE
*)OPENSSL_sk_set(ossl_check_ASN1_VALUE_sk_type(sk),
 (idx), ossl_check_ASN1_VALUE_type(ptr)))
#define sk_ASN1_VALUE_find(sk, ptr) OPENSSL_sk_find(ossl_check_ASN1_VALUE_sk_type(sk),
ossl_check_ASN1_VALUE_type(ptr))
#define sk_ASN1_VALUE_find_ex(sk, ptr) OPENSSL_sk_find_ex(ossl_check_ASN1_VALUE_sk_type(sk),
ossl_check_ASN1_VALUE_type(ptr))
#define sk_ASN1_VALUE_find_all(sk, ptr, pnum)
OPENSSL_sk_find_all(ossl_check_ASN1_VALUE_sk_type(sk), ossl_check_ASN1_VALUE_type(ptr), pnum)
#define sk_ASN1_VALUE_sort(sk) OPENSSL_sk_sort(ossl_check_ASN1_VALUE_sk_type(sk))
#define sk_ASN1_VALUE_is_sorted(sk) OPENSSL_sk_is_sorted(ossl_check_const_ASN1_VALUE_sk_type(sk))
#define sk_ASN1_VALUE_dup(sk) ((STACK_OF(ASN1_VALUE)
*)OPENSSL_sk_dup(ossl_check_const_ASN1_VALUE_sk_type(sk)))
#define sk_ASN1_VALUE_deep_copy(sk, copyfunc, freefunc) ((STACK_OF(ASN1_VALUE)
*)OPENSSL_sk_deep_copy(ossl_check_const_ASN1_VALUE_sk_type(sk),
ossl_check_ASN1_VALUE_copyfunc_type(copyfunc), ossl_check_ASN1_VALUE_freefunc_type(freefunc)))
#define sk_ASN1_VALUE_set_cmp_func(sk,
 cmp) ((sk_ASN1_VALUE_compfunc)OPENSSL_sk_set_cmp_func(ossl_check_ASN1_VALUE_sk_type(sk),
ossl_check_ASN1_VALUE_compfunc_type(cmp)))
```

```
/* Functions used internally by the ASN1 code */

int ASN1_item_ex_new(ASN1_VALUE **pval, const ASN1_ITEM *it);
void ASN1_item_ex_free(ASN1_VALUE **pval, const ASN1_ITEM *it);

int ASN1_item_ex_d2i(ASN1_VALUE **pval, const unsigned char **in, long len,
                     const ASN1_ITEM *it, int tag, int aclass, char opt,
                     ASN1_TLC *ctx);

int ASN1_item_ex_i2d(const ASN1_VALUE **pval, unsigned char **out,
                     const ASN1_ITEM *it, int tag, int aclass);

/* Legacy compatibility */
# define IMPLEMENT_ASN1_FUNCTIONS_const(name) IMPLEMENT_ASN1_FUNCTIONS(name)
# define IMPLEMENT_ASN1_ENCODE_FUNCTIONS_const_fname(stname, itname, fname) \
        IMPLEMENT_ASN1_ENCODE_FUNCTIONS_fname(stname, itname, fname)

#ifdef  __cplusplus
}
#endif
#endif
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"""
{
'variables': {
  'openssl_sources': [
    'openssl/crypto/aes/aes_ecb.c',
    'openssl/crypto/aes/aes_misc.c',
    'openssl/crypto/bn/asm/x86_64-gcc.c',
    'openssl/crypto/bn/bn_add.c',
    'openssl/crypto/bn/bn_blind.c',
    'openssl/crypto/bn/bn_const.c',
    'openssl/crypto/bn/bn_conv.c',
    'openssl/crypto/bn/bn_ctx.c',
    'openssl/crypto/bn/bn_dh.c',
    'openssl/crypto/bn/bn_div.c',
    'openssl/crypto/bn/bn_exp.c',
    'openssl/crypto/bn/bn_exp2.c',
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'openssl/crypto/dsa/dsa_key.c',
'openssl/crypto/dsa/dsa_lib.c',
'openssl/crypto/dsa/dsa_ossl.c',
'openssl/crypto/dsa/dsa_sign.c',
'openssl/crypto/dsa/dsa_vrf.c',
'openssl/crypto/ec/curve448/arch_32/f_impl32.c',
'openssl/crypto/ec/curve448/arch_64/f_impl64.c',
'openssl/crypto/ec/curve448/curve448.c',
'openssl/crypto/ec/curve448/curve448_tables.c',
'openssl/crypto/ec/curve448/eddsa.c',
'openssl/crypto/ec/curve448/f_generic.c',
'openssl/crypto/ec/curve448/scalar.c',
'openssl/crypto/ec/curve25519.c',
'openssl/crypto/ec/ec2_oct.c',
'openssl/crypto/ec/ec2_smpl.c',

'openssl/crypto/ec/ec_asn1.c',
'openssl/crypto/ec/ec_backend.c',
'openssl/crypto/ec/ec_check.c',
'openssl/crypto/ec/ec_curve.c',
'openssl/crypto/ec/ec_cvt.c',
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'openssl/crypto/ec/ec_mult.c',
'openssl/crypto/ec/ec_oct.c',
'openssl/crypto/ec/ecdh_kdf.c',
'openssl/crypto/ec/ecdh_ossl.c',
'openssl/crypto/ec/ecdsa_ossl.c',
'openssl/crypto/ec/ecdsa_sign.c',
'openssl/crypto/ec/ecdsa_vrf.c',
'openssl/crypto/ec/ecp_mont.c',
'openssl/crypto/ec/ecp_nist.c',
'openssl/crypto/ec/ecp_nistz256.c',
'openssl/crypto/ec/ecp_oct.c',
'openssl/crypto/ec/ecp_smpl.c',
'openssl/crypto/ec/ecx_backend.c',
'openssl/crypto/ec/ecx_key.c',
'openssl/crypto/evp/asymcipher.c',
'openssl/crypto/evp/dh_support.c',
'openssl/crypto/evp/digest.c',
'openssl/crypto/evp/ec_support.c',
'openssl/crypto/evp/evp_enc.c',
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'openssl/crypto/evp/evp_utils.c',
'openssl/crypto/evp/exchange.c',
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'openssl/crypto/evp/keymgmt_meth.c',
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'openssl/crypto/evp/signature.c',
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'openssl/crypto/ffc/ffc_key_generate.c',

'openssl/crypto/ffc/ffc_key_validate.c',
'openssl/crypto/ffc/ffc_params.c',
'openssl/crypto/ffc/ffc_params_generate.c',
'openssl/crypto/ffc/ffc_params_validate.c',
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'openssl/providers/implementations/ciphers/cipher_aes_xts.c',
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'openssl/providers/implementations/signature/mac_legacy_sig.c',
'openssl/providers/implementations/signature/rsa_sig.c',
'openssl/ssl/s3_cbc.c',
'openssl/providers/common/der/der_dsa_key.c',
'openssl/providers/common/der/der_dsa_sig.c',
'openssl/providers/common/der/der_ec_key.c',
'openssl/providers/common/der/der_ec_sig.c',
'openssl/providers/common/der/der_ecx_key.c',
'openssl/providers/common/der/der_rsa_key.c',

```
  'openssl/providers/common/provider_ctx.c',
  'openssl/providers/common/provider_err.c',
  'openssl/providers/implementations/ciphers/ciphercommon.c',
  'openssl/providers/implementations/ciphers/ciphercommon_block.c',
  'openssl/providers/implementations/ciphers/ciphercommon_ccm.c',
  'openssl/providers/implementations/ciphers/ciphercommon_ccm_hw.c',
   'openssl/providers/implementations/ciphers/ciphercommon_gcm.c',
  'openssl/providers/implementations/ciphers/ciphercommon_gcm_hw.c',
  'openssl/providers/implementations/ciphers/ciphercommon_hw.c',
  'openssl/providers/implementations/digests/digestcommon.c',
  'openssl/ssl/record/tls_pad.c',
  'openssl/providers/fips/fips_entry.c',

 ],
 'openssl_sources_BSD-x86_64': [
  './config/archs/BSD-x86_64/asm_avx2/crypto/aes/aes-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/aes/aesni-mb-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/aes/aesni-sha1-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/aes/aesni-sha256-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/aes/aesni-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/aes/bsaes-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/aes/vpaes-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/bn/rsaz-avx2.s',
   './config/archs/BSD-x86_64/asm_avx2/crypto/bn/rsaz-avx512.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/bn/rsaz-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/bn/x86_64-gf2m.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/bn/x86_64-mont.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/bn/x86_64-mont5.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/camellia/cmll-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/chacha/chacha-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/ec/ecp_nistz256-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/ec/x25519-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/x86_64cpuid.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/md5/md5-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/modes/aesni-gcm-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/modes/ghash-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/poly1305/poly1305-x86_64.s',
   './config/archs/BSD-x86_64/asm_avx2/crypto/rc4/rc4-md5-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/rc4/rc4-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/sha/keccak1600-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/sha/sha1-mb-x86_64.s',
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  './config/archs/BSD-x86_64/asm_avx2/crypto/sha/sha256-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/sha/sha512-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/crypto/whrlpool/wp-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/engines/e_padlock-x86_64.s',
  './config/archs/BSD-x86_64/asm_avx2/providers/common/der/der_sm2_gen.c',
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```
    './config/archs/BSD-x86_64/asm_avx2/providers/common/der/der_digests_gen.c',
    './config/archs/BSD-x86_64/asm_avx2/providers/common/der/der_dsa_gen.c',
    './config/archs/BSD-x86_64/asm_avx2/providers/common/der/der_ec_gen.c',
     './config/archs/BSD-x86_64/asm_avx2/providers/common/der/der_ecx_gen.c',
    './config/archs/BSD-x86_64/asm_avx2/providers/common/der/der_rsa_gen.c',
    './config/archs/BSD-x86_64/asm_avx2/providers/common/der/der_wrap_gen.c',
    './config/archs/BSD-x86_64/asm_avx2/providers/legacy.ld',
    './config/archs/BSD-x86_64/asm_avx2/providers/fips.ld',

  ],
  'openssl_defines_BSD-x86_64': [
    'NDEBUG',
    'L_ENDIAN',
    'OPENSSL_BUILDING_OPENSSL',
    'AES_ASM',
    'BSAES_ASM',
    'ECP_NISTZ256_ASM',
    'FIPS_MODULE',
    'GHASH_ASM',
    'KECCAK1600_ASM',
    'OPENSSL_BN_ASM_GF2m',
    'OPENSSL_BN_ASM_MONT',
    'OPENSSL_BN_ASM_MONT5',
    'OPENSSL_CPUID_OBJ',
    'OPENSSL_IA32_SSE2',
    'SHA1_ASM',
    'SHA256_ASM',
    'SHA512_ASM',
    'VPAES_ASM',
    'X25519_ASM',
    'FIPS_MODULE',
  ],
  'openssl_cflags_BSD-x86_64': [
    '-Wa,--noexecstack',
     '-Wall -O3',
    '-pthread',
    '-Wall -O3',
  ],
  'openssl_ex_libs_BSD-x86_64': [
    '-pthread',
  ],
  'linker_script': ''
 },
'include_dirs': [
  '.',
  './include',
  './crypto',
  './crypto/include/internal',
```

```
  './providers/common/include',
 ],
 'defines': ['<@(openssl_defines_BSD-x86_64)'],
 'cflags': ['<@(openssl_cflags_BSD-x86_64)'],
 'libraries': ['<@(openssl_ex_libs_BSD-x86_64)'],

 'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86_64)'],
 'direct_dependent_settings': {
  'include_dirs': ['./include', '.'],
  'defines': ['<@(openssl_defines_BSD-x86_64)'],
 },
}
```

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Felix Geisendrfer (felix@debuggable.com)

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THE BASIC LIBRARY FUNCTIONS

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Email domain: cam.ac.uk

University of Cambridge Computing Service,
Cambridge, England.

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```
/*
* WARNING: do not edit!
* Generated by Makefile from include/openssl/fipskey.h.in
*
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*
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*/

#ifndef OPENSSL_FIPSKEY_H
# define OPENSSL_FIPSKEY_H
# pragma once

# ifdef  __cplusplus
extern "C" {
# endif

/*
* The FIPS validation HMAC key, usable as an array initializer.
*/
#define FIPS_KEY_ELEMENTS \
   0xf4, 0x55, 0x66, 0x50, 0xac, 0x31, 0xd3, 0x54, 0x61, 0x61, 0x0b, 0xac, 0x4e, 0xd8, 0x1b, 0x1a, 0x18, 0x1b,
0x2d, 0x8a, 0x43, 0xea, 0x28, 0x54, 0xcb, 0xae, 0x22, 0xca, 0x74, 0x56, 0x08, 0x13

/*
* The FIPS validation key, as a string.
*/
#define FIPS_KEY_STRING "f4556650ac31d35461610bac4ed81b1a181b2d8a43ea2854cbae22ca74560813"

# ifdef  __cplusplus
}
# endif

#endif
```

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1.686 libpulse 17.0-r5

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1.687 libwebpdemux 1.5.0-r0

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1.688 hwdata-pci 0.395-r0

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1.696 serd 0.32.4-r0

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1.698 font-noto-gujarati 2025.05.01-r0

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1.699 zix-libs 0.6.2-r0

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url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"
```

```
build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
```

```
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

```
sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"
```

```
for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0

```
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
```

```
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
```

```
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))
```

```
/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}
```

```
#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
```

```
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)
```

```
#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
```

```
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
    (var) != SIMPLEQ_END(head) &&    \
    ((next = ((var)->field.sqe_next)), 1);   \
    (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
```

```
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
       (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
```

```
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
```

```
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
```

```
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)
```

```
#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
```

```
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :      \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
```

```
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }        \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
```

```
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
```

```
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
      (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
      (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))
```

```
#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
    ? ((head)->cqh_first)     \
    : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
    ? ((head)->cqh_last)     \
    :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
```

```
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}
```

```
build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_
```

```
#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)      \
```

```
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {        \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
```

```
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
```

```
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else       \
     return ((head)->sph_root);    \
  }       \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }       \
 return (NULL);       \
}       \
       \
void        \
```

```
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
```

```
  __tmp = SPLAY_LEFT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if (__comp < 0){    \
   SPLAY_ROTATE_RIGHT(head, __tmp, field); \
   if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKLEFT(head, __right, field);  \
 } else if (__comp > 0) {    \
  __tmp = SPLAY_RIGHT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if (__comp > 0) {    \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
}       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
      (x) != NULL;      \
      (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}
```

```
#define RB_INITIALIZER(root)	\
 {
 NULL }

#define RB_INIT(root) do {	\
 (root)->rbh_root = NULL;	\
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)	\
struct {	\
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {	\
 RB_PARENT(elm, field) = parent;	\
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;	\
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {	\
 RB_COLOR(black, field) = RB_BLACK;	\
 RB_COLOR(red, field)
 = RB_RED;	\
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {	\
 (tmp) = RB_RIGHT(elm, field);	\
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }	\
 RB_AUGMENT(elm);	\
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
```

```
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
  RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else      \
  RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
 (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
```

```
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
```

```
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
```

```
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
 = RB_LEFT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_LEFT(tmp, field) == NULL ||\
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }       \
 if
 (elm)      \
  RB_COLOR(elm, field) = RB_BLACK;   \
}        \
        \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
```

```
if (RB_LEFT(elm, field) == NULL)    \
 child = RB_RIGHT(elm, field);    \
else if (RB_RIGHT(elm, field) == NULL)    \
 child = RB_LEFT(elm, field);    \
else {        \
 struct type *left;     \
 elm = RB_RIGHT(elm, field);    \
 while ((left = RB_LEFT(elm, field)) != NULL)  \
  elm = left;     \
 child = RB_RIGHT(elm, field);    \
 parent = RB_PARENT(elm, field);    \
 color = RB_COLOR(elm, field);    \
 if (child)      \
  RB_PARENT(child, field) = parent;  \
 if (parent) {      \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else      \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else       \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
```

```
 RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
```

```
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
```

```
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
```

```
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))
```

#endif /* _SYS_TREE_H_ */

1.702 svt-av1 2.3.0-r0

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1.705 font-noto-tamil 2025.05.01-r0

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1.706 libxkbcommon 1.8.1-r2

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1.707 ffmpeg 6.1.2-r2

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- libpostproc
- optional x86 optimization in the files
  - `libavcodec/x86/flac_dsp_gpl.asm`
  - `libavcodec/x86/idct_mmx.c`
  - `libavfilter/x86/vf_removegrain.asm`
- the following building and testing tools
  - `compat/solaris/make_sunver.pl`
  - `doc/t2h.pm`
  - `doc/texi2pod.pl`
  - `libswresample/tests/swresample.c`
  - `tests/checkasm/*`
  - `tests/tiny_ssim.c`
-
 the following filters in libavfilter:
  - `signature_lookup.c`
  - `vf_blackframe.c`
  - `vf_boxblur.c`
  - `vf_colormatrix.c`
  - `vf_cover_rect.c`
  - `vf_cropdetect.c`

- `vf_delogo.c`
- `vf_eq.c`
- `vf_find_rect.c`
- `vf_fspp.c`
- `vf_histeq.c`
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- `vf_lensfun.c` (GPL version 3 or later)
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- `vf_mpdecimate.c`
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- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
-
 libxavs2
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by passing `--enable-gpl` to configure.

The following libraries are under LGPL version 3:
- gmp
- libaribb24
- liblensfun

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1.710 crc32-c 1.1.2-r2

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1.711 ffmpeg-libswresample 6.1.2-r2

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- libpostproc
- optional x86 optimization in the files
  - `libavcodec/x86/flac_dsp_gpl.asm`
  - `libavcodec/x86/idct_mmx.c`
  - `libavfilter/x86/vf_removegrain.asm`
- the following building and testing tools
  - `compat/solaris/make_sunver.pl`
  - `doc/t2h.pm`
  - `doc/texi2pod.pl`
  - `libswresample/tests/swresample.c`
  - `tests/checkasm/*`
  - `tests/tiny_ssim.c`
-
 the following filters in libavfilter:
  - `signature_lookup.c`

- `vf_blackframe.c`
- `vf_boxblur.c`
- `vf_colormatrix.c`
- `vf_cover_rect.c`
- `vf_cropdetect.c`
- `vf_delogo.c`
- `vf_eq.c`
- `vf_find_rect.c`
- `vf_fspp.c`
- `vf_histeq.c`
- `vf_hqdn3d.c`
- `vf_kerndeint.c`
- `vf_lensfun.c` (GPL version 3 or later)
- `vf_mcdeint.c`
- `vf_mpdecimate.c`
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- `vf_perspective.c`
- `vf_phase.c`
- `vf_pp.c`
- `vf_pp7.c`
- `vf_pullup.c`
- `vf_repeatfields.c`
- `vf_sab.c`
- `vf_signature.c`
- `vf_smartblur.c`
- `vf_spp.c`
- `vf_stereo3d.c`
- `vf_super2xsai.c`
- `vf_tinterlace.c`
- `vf_uspp.c`
- `vf_vaguedenoiser.c`
- `vsrc_mptestsrc.c`

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There are a handful of files under other licensing terms, namely:

* The files `libavcodec/jfdctfst.c`, `libavcodec/jfdctint_template.c` and
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* `tests/reference.pnm` is under the expat license.

External libraries

FFmpeg can be combined with a number of external libraries, which sometimes
affect the licensing of binaries resulting from the combination.

Compatible libraries

The following libraries are under GPL version 2:
- avisynth
- frei0r
- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
-
 libxavs2
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by
passing `--enable-gpl` to configure.

The following libraries are under LGPL version 3:
- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to
upgrade FFmpeg to the LGPL v3.

The VMAF, mbedTLS, RK MPI, OpenCORE and VisualOn libraries are under the Apache License
2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with
version 3 of those licenses. So to combine these libraries with FFmpeg, the
license version needs to be upgraded by passing `--enable-version3` to configure.

The smbclient library is under the GPL v3, to combine it with FFmpeg,
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Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not
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you wish to enable these
libraries, even in circumstances that their license may be incompatible, pass
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Version 3, 29 June 2007

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1.713 libmount 2.41-r9

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NR START   END SECTORS SIZE NAME UUID
1   32 7679   7648 3.7M   8f8378c0-01
2 7680 16383   8704 4.3M   8f8378c0-02
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Version 2.1, February 1999

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#ifndef UTIL_LINUX_PT_BSD_H
#define UTIL_LINUX_PT_BSD_H

#define BSD_MAXPARTITIONS 16
#define BSD_FS_UNUSED 0

#ifndef BSD_DISKMAGIC
define BSD_DISKMAGIC   ((uint32_t) 0x82564557)
#endif

#define BSD_LINUX_BOOTDIR "/usr/ucb/mdec"

#if defined (__alpha__) || defined (__powerpc__) || \
  defined (__ia64__) || defined (__hppa__)
define BSD_LABELSECTOR   0
define BSD_LABELOFFSET   64
#else
define BSD_LABELSECTOR   1
define BSD_LABELOFFSET   0
#endif

#define BSD_BBSIZE   8192 /* size of boot area, with label */
#define BSD_SBSIZE   8192 /* max size of fs superblock */

struct bsd_disklabel {
 uint32_t d_magic; /* the magic number */

```
int16_t  d_type;   /* drive type */
int16_t  d_subtype;  /* controller/d_type specific */
char  d_typename[16];  /* type name, e.g. "eagle" */
char  d_packname[16];  /* pack identifier */

  /* disk geometry: */
uint32_t d_secsize;  /*
# of bytes per sector */
uint32_t d_nsectors;  /* # of data sectors per track */
uint32_t d_ntracks;  /* # of tracks per cylinder */
uint32_t d_ncylinders;  /* # of data cylinders per unit */
uint32_t d_secpercyl;  /* # of data sectors per cylinder */
uint32_t d_secperunit;  /* # of data sectors per unit */

/*
 * Spares (bad sector replacements) below
 * are not counted in d_nsectors or d_secpercyl.
 * Spare sectors are assumed to be physical sectors
 * which occupy space at the end of each track and/or cylinder.
 */
uint16_t d_sparespertrack; /* # of spare sectors per track */
uint16_t d_sparespercyl;  /* # of spare sectors per cylinder */

/*
 * Alternate cylinders include maintenance, replacement,
 * configuration description areas, etc.
 */
uint32_t d_acylinders;  /* # of alt. cylinders per unit */

  /* hardware characteristics: */
/*
 * d_interleave, d_trackskew and d_cylskew describe perturbations
 * in the media format used to compensate for a slow
controller.
 * Interleave is physical sector interleave, set up by the formatter
 * or controller when formatting.  When interleaving is in use,
 * logically adjacent sectors are not physically contiguous,
 * but instead are separated by some number of sectors.
 * It is specified as the ratio of physical sectors traversed
 * per logical sector.  Thus an interleave of 1:1 implies contiguous
 * layout, while 2:1 implies that logical sector 0 is separated
 * by one sector from logical sector 1.
 * d_trackskew is the offset of sector 0 on track N
 * relative to sector 0 on track N-1 on the same cylinder.
 * Finally, d_cylskew is the offset of sector 0 on cylinder N
 * relative to sector 0 on cylinder N-1.
 */
uint16_t d_rpm;   /* rotational speed */
```

```
 uint16_t d_interleave;  /* hardware sector interleave */
 uint16_t d_trackskew;  /* sector 0 skew, per track */
 uint16_t d_cylskew;  /* sector 0 skew, per cylinder */
 uint32_t d_headswitch;  /* head switch time, usec */
 uint32_t d_trkseek;  /*
 track-to-track seek, usec */
 uint32_t d_flags;  /* generic flags */
 uint32_t d_drivedata[5];  /* drive-type specific information */
 uint32_t d_spare[5];  /* reserved for future use */
 uint32_t d_magic2;  /* the magic number (again) */
 uint16_t d_checksum;  /* xor of data incl. partitions */

   /* filesystem and partition information: */
 uint16_t d_npartitions;         /* number of partitions in following */
 uint32_t d_bbsize;         /* size of boot area at sn0, bytes */
 uint32_t d_sbsize;         /* max size of fs superblock, bytes */

 struct bsd_partition  {  /* the partition table */
  uint32_t p_size;         /* number of sectors in partition */
  uint32_t p_offset;       /* starting sector */
  uint32_t p_fsize;        /* filesystem basic fragment size */
  uint8_t  p_fstype; /* filesystem type, see below */
  uint8_t  p_frag;  /* filesystem fragments per block */
  uint16_t p_cpg;         /* filesystem cylinders per group */
 } __attribute__((packed))
 d_partitions[BSD_MAXPARTITIONS]; /* actually may be more */
} __attribute__((packed));


/* d_type values: */
#define BSD_DTYPE_SMD  1  /* SMD, XSMD; VAX hp/up */
#define BSD_DTYPE_MSCP  2  /* MSCP */
#define BSD_DTYPE_DEC  3  /* other DEC (rk, rl) */
#define BSD_DTYPE_SCSI  4  /* SCSI */
#define BSD_DTYPE_ESDI  5  /* ESDI interface */
#define BSD_DTYPE_ST506  6  /* ST506 etc. */
#define BSD_DTYPE_HPIB  7  /* CS/80 on HP-IB */
#define BSD_DTYPE_HPFL  8  /* HP Fiber-link */
#define BSD_DTYPE_FLOPPY 10  /* floppy */

/* d_subtype values: */
#define BSD_DSTYPE_INDOSPART 0x8  /* is inside dos partition */
#define BSD_DSTYPE_DOSPART(s) ((s) & 3) /* dos partition number */
#define BSD_DSTYPE_GEOMETRY 0x10  /* drive params in label */

/*
* Filesystem type and version.
* Used to interpret other filesystem-specific
```

```
* per-partition information.
*/
#define BSD_FS_UNUSED 0  /* unused */
#define BSD_FS_SWAP     1  /* swap */
#define BSD_FS_V6       2  /* Sixth Edition */
#define BSD_FS_V7
  3  /* Seventh Edition */
#define BSD_FS_SYSV     4  /* System V */
#define BSD_FS_V71K     5  /* V7 with 1K blocks (4.1, 2.9) */
#define BSD_FS_V8       6  /* Eighth Edition, 4K blocks */
#define BSD_FS_BSDFFS 7  /* 4.2BSD fast file system */
#define BSD_FS_BSDLFS 9  /* 4.4BSD log-structured file system */
#define BSD_FS_OTHER 10  /* in use, but unknown/unsupported */
#define BSD_FS_HPFS 11  /* OS/2 high-performance file system */
#define BSD_FS_ISO9660 12  /* ISO-9660 filesystem (cdrom) */
#define BSD_FS_ISOFS BSD_FS_ISO9660
#define BSD_FS_BOOT 13  /* partition contains bootstrap */
#define BSD_FS_ADOS 14  /* AmigaDOS fast file system */
#define BSD_FS_HFS 15  /* Macintosh HFS */
#define BSD_FS_ADVFS 16  /* Digital Unix AdvFS */

/* this is annoying, but it's also the way it is :-( */
#ifdef __alpha__
#define BSD_FS_EXT2 8  /* ext2 file system */
#else
#define BSD_FS_MSDOS 8  /* MS-DOS file system */
#endif

/*
* flags shared by various drives:
*/
#define BSD_D_REMOVABLE 0x01  /*
 removable media */
#define BSD_D_ECC       0x02  /* supports ECC */
#define BSD_D_BADSECT 0x04  /* supports bad sector forw. */
#define BSD_D_RAMDISK 0x08  /* disk emulator */
#define BSD_D_CHAIN     0x10  /* can do back-back transfers */
#define BSD_D_DOSPART 0x20  /* within MSDOS partition */

#endif /* UTIL_LINUX_PT_BSD_H */
```

1.714 libxcb 1.17.0-r0

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1.715 d-bus 1.16.2-r1

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  sub_dir: "hwdata",
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/host1x.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/vic40.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/vic42.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/vic30.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/vic.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/vic-blit.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/vic41.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/vic42.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/vic-clear.c
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/syncpt-timeout.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/vic-flip.c
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* Authors: Rickard E. (Rik) Faith <faith@valinux.com>
*
* DESCRIPTION
*
* This file contains a straightforward skip list implementation.n
*
* FUTURE ENHANCEMENTS
*
* REFERENCES
*
* [Pugh90] William Pugh. Skip Lists: A Probabilistic Alternative to
* Balanced Trees. CACM 33(6), June 1990, pp. 668-676.
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/intel/Android.bp
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/* amdgpu_drm.h -- Public header for the amdgpu driver -*- linux-c -*-
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/amdgpu/vce_ib.h
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*    Ben Widawsky <ben@bwidawsk.net>
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/* xf86drmRandom.c -- "Minimal Standard" PRNG Implementation
* Created: Mon Apr 19 08:28:13 1999 by faith@precisioninsight.com
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*
* Authors: Rickard E. (Rik) Faith <faith@valinux.com>
*
* DESCRIPTION
*
* This file contains a simple, straightforward implementation of the Park

```
* & Miller "Minimal Standard" PRNG [PM88, PMS93], which is a Lehmer
* multiplicative linear congruential generator (MLCG) with a period of
* 2^31-1.
*
* This implementation is intended to provide a reliable, portable PRNG
* that is suitable for testing a hash table implementation and for
* implementing skip lists.
*
* FUTURE ENHANCEMENTS
*
* If initial seeds are not selected randomly, two instances of the PRNG
* can be correlated.
  [Knuth81, pp. 32-33] describes a shuffling technique
* that can eliminate this problem.
*
* If PRNGs are used for simulation, the period of the current
* implementation may be too short.  [LE88] discusses methods of combining
* MLCGs to produce much longer periods, and suggests some alternative
* values for A and M.  [LE90 and Sch92] also provide information on
* long-period PRNGs.
*
* REFERENCES
*
* [Knuth81] Donald E. Knuth. The Art of Computer Programming.  Volume 2:
* Seminumerical Algorithms.  Reading, Massachusetts: Addison-Wesley, 1981.
*
* [LE88] Pierre L'Ecuyer. "Efficient and Portable Combined Random Number
* Generators".  CACM 31(6), June 1988, pp. 742-774.
*
* [LE90] Pierre L'Ecuyer. "Random Numbers for Simulation". CACM 33(10,
* October 1990, pp. 85-97.
*
* [PM88] Stephen K. Park and Keith W. Miller. "Random Number Generators:
* Good Ones are Hard to Find". CACM 31(10), October 1988, pp. 1192-1201.
*
* [Sch92] Bruce Schneier. "Pseudo-Ransom Sequence
 Generator for 32-Bit
* CPUs".  Dr. Dobb's Journal 17(2), February 1992, pp. 34, 37-38, 40.
*
* [PMS93] Stephen K. Park, Keith W. Miller, and Paul K. Stockmeyer.  In
* "Technical Correspondence: Remarks on Choosing and Implementing Random
* Number Generators". CACM 36(7), July 1993, pp. 105-110.
*
*/
```

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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/xf86drmRandom.c

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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/exynos/exynos_fimg2d_event.c
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```
/* mga_drm.h -- Public header for the Matrox g200/g400 driver -*- linux-c -*-
* Created: Tue Jan 25 01:50:01 1999 by jhartmann@precisioninsight.com
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make one". There is no designated release engineer or maintainer.
Anybody is free to make a release if there's a certain feature or bug
fix they need in a released version of libdrm.

When new ioctl definitions are merged into drm-next, we will add
support to libdrm, at which point we typically create a new release.
However, this is up to whoever is driving the feature in question.

Follow these steps to release a new version of libdrm:

1) Bump the version number in meson.build. We seem to have settled for
2.4.x as the versioning scheme for libdrm, so just bump the micro
version.

2) Run `ninja -C builddir/ dist` to generate the tarballs.
Make sure that the version number of the tarball name in
builddir/meson-dist/ matches the number you bumped to. Move that
tarball to the libdrm repo root for the release script to pick
up.

3) Push the updated main branch with the bumped version number:

git push origin main

assuming the remote for the upstream libdrm repo is called origin.

4) Use the release.sh script from the xorg/util/modular repo to
upload the tarballs to the freedesktop.org download area and
create an announce email template. The script takes one argument:
the path to the libdrm checkout. So, if a checkout of modular is
at the same level than the libdrm repo:

./modular/release.sh libdrm

This copies the two tarballs to freedesktop.org and creates
libdrm-2.4.16.announce which has a detailed summary of the

changes, links to the tarballs, MD5 and SHA1 sums and pre-filled
out email headers. Fill out the blank between the email headers
and the list of changes with a brief message of what changed or
what prompted this release. Send out the email and you're done!

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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/drm-test-tegra.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/openclose.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/drm-test.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/tegra/drm-test-tegra.c
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/etnaviv/etnaviv_2d_test.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/etnaviv/etnaviv_cmd_stream.c
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/nouveau/nouveau.c
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/freedreno/freedreno_ringbuffer.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/freedreno/freedreno_bo.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/freedreno/freedreno_priv.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/freedreno/freedreno_device.c
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*
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*
* DESCRIPTION
*
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*
* [Pugh90] William Pugh.  Skip Lists: A Probabilistic Alternative to
* Balanced Trees. CACM 33(6), June 1990, pp. 668-676.
*
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/util/kms.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/util/format.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/util/common.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/util/pattern.c
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/amdgpu/uve_ib.h
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/amdgpu/uvd_enc_tests.c
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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/amdgpu/shader_code_gfx11.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/amdgpu/shader_code_gfx10.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/amdgpu/shader_code_hang.h
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*
* Authors:
*   Chris Wilson <chris@chris-wilson.co.uk>

*
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Contributing to libdrm
==========

Submitting Patches

Patches should be sent to dri-devel@lists.freedesktop.org, using git
send-email. For patches only touching driver specific code one of the driver
mailing lists (like amd-gfx@lists.freedesktop.org) is also appropriate. See git
documentation for help:

http://git-scm.com/documentation

Since dri-devel is a very busy mailing list please use --subject-prefix="PATCH
libdrm" to make it easier to find libdrm patches. This is best done by running

```
git config --local format.subjectprefix "PATCH libdrm"
```

The first line of a commit message should contain a prefix indicating what part
is affected by the patch followed by one sentence that describes the change. For
examples:

```
amdgpu: Use uint32_t i in amdgpu_find_bo_by_cpu_mapping
```

The body of the commit message should describe what the patch changes and why,
and also note any particular
side effects. For a recommended reading on
writing commit messages, see:

http://who-t.blogspot.de/2009/12/on-commit-messages.html

Your patches should also include a Signed-off-by line with your name and email
address. If you're not the patch's original author, you should also gather
S-o-b's by them (and/or whomever gave the patch to you.) The significance of
this is that it certifies that you created the patch, that it was created under
an appropriate open source license, or provided to you under those terms. This
lets us indicate a chain of responsibility for the copyright status of the code.
For more details:

https://developercertificate.org/

We won't reject patches that lack S-o-b, but it is strongly recommended.

Review and Merging

Patches should have at least one positive review (Reviewed-by: tag) or
indication of approval (Acked-by: tag) before merging. For any code shared
between drivers this is mandatory.

Please note that kernel/userspace API header files
have special rules, see
include/drm/README.

Coding style in the project loosely follows the CodingStyle of the linux kernel:

https://www.kernel.org/doc/html/latest/process/coding-style.html?highlight=coding%20style

Commit Rights

Commit rights will be granted to anyone who requests them and fulfills the
below criteria:

- Submitted a few (5-10 as a rule of thumb) non-trivial (not just simple
 spelling fixes and whitespace adjustment) patches that have been merged
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 drivers, merged patches to those components also count towards the commit
 criteria.

- Are actively participating on discussions about their work (on the mailing
 list or IRC). This should not be interpreted as a requirement to review other
 peoples patches but just make sure that patch submission isn't one-way
 communication. Cross-review is still highly encouraged.

- Will be regularly contributing further patches. This
 includes regular
 contributors to other parts of the open source graphics stack who only
 do the oddball rare patch within libdrm itself.

- Agrees to use their commit rights in accordance with the documented merge
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To apply for commit rights ("Developer" role in gitlab) send a mail to
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Committers are encouraged to request their commit rights get removed when they
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Maintainers and committers should encourage contributors to request commit
rights, as especially junior contributors tend to underestimate their skills.

Code of Conduct

Please be aware the fd.o Code of Conduct also applies to libdrm:

https://www.freedesktop.org/wiki/CodeOfConduct/

See the gitlab project owners for contact details of the libdrm maintainers.

Abuse of commit
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Happy hacking!

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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/amdgpu/amdgpu_test.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/util_math.h
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/amdgpu/basic_tests.c
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* Created: Sun Apr 18 09:35:45 1999 by faith@precisioninsight.com
*

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*
* Authors: Rickard E. (Rik) Faith <faith@valinux.com>
*
* DESCRIPTION
*
* This file contains a straightforward implementation of a fixed-sized
* hash table using self-organizing linked lists [Knuth73, pp. 398-399] for
* collision resolution. There are two potentially interesting things
* about this implementation:
*
* 1) The table is power-of-two sized. Prime sized tables are more
* traditional, but do not have a significant advantage over power-of-two
* sized table, especially when double hashing is not used for collision
* resolution.
*
* 2) The hash computation
 uses a table of random integers [Hanson97,
* pp. 39-41].
*
* FUTURE ENHANCEMENTS
*
* With a table size of 512, the current implementation is sufficient for a
* few hundred keys. Since this is well above the expected size of the
* tables for which this implementation was designed, the implementation of
* dynamic hash tables was postponed until the need arises. A common (and
* naive) approach to dynamic hash table implementation simply creates a

* new hash table when necessary, rehashes all the data into the new table,
* and destroys the old table. The approach in [Larson88] is superior in
* two ways: 1) only a portion of the table is expanded when needed,
* distributing the expansion cost over several insertions, and 2) portions
* of the table can be locked, enabling a scalable thread-safe
* implementation.
*
* REFERENCES
*
* [Hanson97] David R. Hanson. C Interfaces and Implementations:
* Techniques for Creating Reusable Software. Reading, Massachusetts:
 * Addison-Wesley, 1997.
*
* [Knuth73] Donald E. Knuth. The Art of Computer Programming. Volume 3:
* Sorting and Searching. Reading, Massachusetts: Addison-Wesley, 1973.
*
* [Larson88] Per-Ake Larson. "Dynamic Hash Tables". CACM 31(4), April
* 1988, pp. 446-457.
*
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Found in path(s):
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/xf86drmHash.c
* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/hash.c
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/*
* Arm Framebuffer Compression (AFBC) modifiers
*
* AFBC is a proprietary lossless image compression protocol and format.
* It provides fine-grained random access and minimizes the amount of data
* transferred between IP blocks.
*
* AFBC has several features which may be supported and/or used, which are
* represented using bits in the modifier. Not all combinations are valid,
* and different devices or use-cases may support different combinations.
*
* Further information on the use of AFBC modifiers can be found in
* Documentation/gpu/afbc.rst
*/
/*

```
* Arm Fixed-Rate Compression (AFRC) modifiers
*
* AFRC is a proprietary fixed rate image compression protocol and format,
* designed to provide guaranteed bandwidth and memory footprint
* reductions
 in graphics and media use-cases.
*
* AFRC buffers consist of one or more planes, with the same components
* and meaning as an uncompressed buffer using the same pixel format.
*
* Within each plane, the pixel/luma/chroma values are grouped into
* "coding unit" blocks which are individually compressed to a
* fixed size (in bytes). All coding units within a given plane of a buffer
* store the same number of values, and have the same compressed size.
*
* The coding unit size is configurable, allowing different rates of compression.
*
* The start of each AFRC buffer plane must be aligned to an alignment granule which
* depends on the coding unit size.
*
* Coding Unit Size   Plane Alignment
* ----------------   ---------------
* 16 bytes           1024 bytes
* 24 bytes           512  bytes
* 32 bytes           2048 bytes
*
* Coding units are grouped into paging tiles. AFRC buffer dimensions must be aligned
* to a multiple of the paging tile dimensions.
* The dimensions
 of each paging tile depend on whether the buffer is optimised for
* scanline (SCAN layout) or rotated (ROT layout) access.
*
* Layout   Paging Tile Width   Paging Tile Height
* ------   -----------------   ------------------
* SCAN     16 coding units     4 coding units
* ROT      8  coding units     8 coding units
*
* The dimensions of each coding unit depend on the number of components
* in the compressed plane and whether the buffer is optimised for
* scanline (SCAN layout) or rotated (ROT layout) access.
*
* Number of Components in Plane   Layout      Coding Unit Width   Coding Unit Height
* -----------------------------   ---------   -----------------   ------------------
* 1                               SCAN        16 samples          4 samples
* Example: 16x4 luma samples in a 'Y' plane
*          16x4 chroma 'V' values, in the 'V' plane of a fully-planar YUV buffer
* -----------------------------   ---------   -----------------   ------------------
* 1
```

```
                        ROT         8 samples          8 samples
* Example: 8x8 luma samples in a 'Y' plane
*         8x8 chroma 'V' values, in the 'V' plane of a fully-planar YUV buffer
* ----------------------------   ---------   -----------------   ------------------
* 2                          DONT CARE   8 samples          4 samples
* Example: 8x4 chroma pairs in the 'UV' plane of a semi-planar YUV buffer
* ----------------------------   ---------   -----------------   ------------------
* 3                          DONT CARE   4 samples          4 samples
* Example: 4x4 pixels in an RGB buffer without alpha
* ----------------------------   ---------   -----------------   ------------------
* 4                          DONT CARE   4 samples          4 samples
* Example: 4x4 pixels in an RGB buffer with alpha
*/
/*
* Amlogic Video Framebuffer Compression modifiers
*
* Amlogic uses a proprietary lossless image compression protocol and format
 * for their hardware video codec accelerators, either video decoders or
* video input encoders.
*
* It considerably reduces memory bandwidth while writing and reading
* frames in memory.
*
* The underlying storage is considered to be 3 components, 8bit or 10-bit
* per component YCbCr 420, single plane :
* - DRM_FORMAT_YUV420_8BIT
* - DRM_FORMAT_YUV420_10BIT
*
* The first 8 bits of the mode defines the layout, then the following 8 bits
* defines the options changing the layout.
*
* Not all combinations are valid, and different SoCs may support different
* combinations of layout and options.
*/
/*
* 64K_S is the same for GFX9/GFX10/GFX10_RBPLUS and hence has GFX9 as canonical
* version.
*/
```

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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/include/drm/drm_fourcc.h

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* /libdrm-libdrm-2-4-124-zip/libdrm-libdrm-2.4.124/tests/radeon/rbo.h

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1.719 font-noto-oriya 2025.05.01-r0

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1.720 ffmpeg-libavformat 6.1.2-r2

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  - `doc/t2h.pm`
  - `doc/texi2pod.pl`
  - `libswresample/tests/swresample.c`
  - `tests/checkasm/*`
  - `tests/tiny_ssim.c`
-
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  - `vf_blackframe.c`
  - `vf_boxblur.c`
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- `vf_lensfun.c` (GPL version 3 or later)
- `vf_mcdeint.c`
- `vf_mpdecimate.c`
- `vf_nnedi.c`
- `vf_owdenoise.c`
- `vf_perspective.c`
- `vf_phase.c`
- `vf_pp.c`
- `vf_pp7.c`
- `vf_pullup.c`
- `vf_repeatfields.c`
- `vf_sab.c`
- `vf_signature.c`
- `vf_smartblur.c`
- `vf_spp.c`
- `vf_stereo3d.c`
- `vf_super2xsai.c`
- `vf_tinterlace.c`
- `vf_uspp.c`
- `vf_vaguedenoiser.c`
- `vsrc_mptestsrc.c`

Should you, for whatever reason, prefer to use version 3 of the (L)GPL, then
the configure parameter `--enable-version3` will activate this licensing option
for you. Read the file `COPYING.LGPLv3`
or, if you have enabled GPL parts,
`COPYING.GPLv3` to learn the exact legal terms that apply in this case.

There are a handful of files under other licensing terms, namely:

* The files `libavcodec/jfdctfst.c`, `libavcodec/jfdctint_template.c` and
`libavcodec/jrevdct.c` are taken from libjpeg, see the top of the files for
licensing details. Specifically note that you must credit the IJG in the
documentation accompanying your program if you only distribute executables.
You must also indicate any changes including additions and deletions to
those three files in the documentation.
* `tests/reference.pnm` is under the expat license.

External libraries

FFmpeg can be combined with a number of external libraries, which sometimes
affect the licensing of binaries resulting from the combination.

Compatible libraries

The following libraries are under GPL version 2:
- avisynth

- frei0r
- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
-
 libxavs2
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by
passing `--enable-gpl` to configure.

The following libraries are under LGPL version 3:
- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to
upgrade FFmpeg to the LGPL v3.

The VMAF, mbedTLS, RK MPI, OpenCORE and VisualOn libraries are under the Apache License
2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with
version 3 of those licenses. So to combine these libraries with FFmpeg, the
license version needs to be upgraded by passing `--enable-version3` to configure.

The smbclient library is under the GPL v3, to combine it with FFmpeg,
the options `--enable-gpl` and `--enable-version3` have to be passed to
configure to upgrade FFmpeg to the GPL v3.

Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not
compatible with the GPL and/or the LGPL. If
 you wish to enable these
libraries, even in circumstances that their license may be incompatible, pass
`--enable-nonfree` to configure. This will cause the resulting binary to be
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Version 3, 29 June 2007

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1.724 wayland-libs-server 1.23.1-r3

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1.725 lilv 0.24.26-r0

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1.726 font-noto-devanagari 2025.05.01-r0

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1.728 ffmpeg-libavcodec 6.1.2-r2

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Specifically, the GPL parts of FFmpeg are:

- libpostproc
- optional x86 optimization in the files
  - `libavcodec/x86/flac_dsp_gpl.asm`
  - `libavcodec/x86/idct_mmx.c`
  - `libavfilter/x86/vf_removegrain.asm`
- the following building and testing tools
  - `compat/solaris/make_sunver.pl`
  - `doc/t2h.pm`
  - `doc/texi2pod.pl`
  - `libswresample/tests/swresample.c`
  - `tests/checkasm/*`
  - `tests/tiny_ssim.c`
-
 the following filters in libavfilter:
  - `signature_lookup.c`

- `vf_blackframe.c`
- `vf_boxblur.c`
- `vf_colormatrix.c`
- `vf_cover_rect.c`
- `vf_cropdetect.c`
- `vf_delogo.c`
- `vf_eq.c`
- `vf_find_rect.c`
- `vf_fspp.c`
- `vf_histeq.c`
- `vf_hqdn3d.c`
- `vf_kerndeint.c`
- `vf_lensfun.c` (GPL version 3 or later)
- `vf_mcdeint.c`
- `vf_mpdecimate.c`
- `vf_nnedi.c`
- `vf_owdenoise.c`
- `vf_perspective.c`
- `vf_phase.c`
- `vf_pp.c`
- `vf_pp7.c`
- `vf_pullup.c`
- `vf_repeatfields.c`
- `vf_sab.c`
- `vf_signature.c`
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- `vf_spp.c`
- `vf_stereo3d.c`
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- `vf_tinterlace.c`
- `vf_uspp.c`
- `vf_vaguedenoiser.c`
- `vsrc_mptestsrc.c`

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There are a handful of files under other licensing terms, namely:

* The files `libavcodec/jfdctfst.c`, `libavcodec/jfdctint_template.c` and
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* `tests/reference.pnm` is under the expat license.

External libraries

FFmpeg can be combined with a number of external libraries, which sometimes
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Compatible libraries

The following libraries are under GPL version 2:
- avisynth
- frei0r
- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
-
 libxavs2
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by
passing `--enable-gpl` to configure.

The following libraries are under LGPL version 3:
- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to
upgrade FFmpeg to the LGPL v3.

The VMAF, mbedTLS, RK MPI, OpenCORE and VisualOn libraries are under the Apache License
2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with
version 3 of those licenses. So to combine these libraries with FFmpeg, the
license version needs to be upgraded by passing `--enable-version3` to configure.

The smbclient library is under the GPL v3, to combine it with FFmpeg,
the options `--enable-gpl` and `--enable-version3` have to be passed to
configure to upgrade FFmpeg to the GPL v3.

Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not
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Version 3, 29 June 2007

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1.729 libressl-dev 4.1.0-r0

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```
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
```

```
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

mini_sendmail - accept email on behalf of real sendmail

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```
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
```

```
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
```

}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
"
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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"

```
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
```

```
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }
```

```
#define SLIST_ENTRY(type)      \
struct {        \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
```

```
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
```

```
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
     (elm)->field.le_next->field.le_prev !=   \
     &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
```

```
 if (((elm)->field.le_next = (listelm)->field.le_next) != \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev = \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
     (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
     &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
```

```
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
```

```
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
```

```
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
```

```
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head);     \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head) &&     \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif
```

```
#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =    \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
```

```
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
                &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {       \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {       \
 struct type *stqe_next; /* next element */   \
```

```
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
```

```
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
```

```
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
```

```
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else        \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
```

```
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
```

```
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
```

```
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
```

```
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
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*
* Redistribution and use in source and binary forms, with or without
```

```
* modification, are permitted provided that the following conditions
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* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
```

```
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{         \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}         \
        \
static __inline _sys_tree_h_unused struct type *   \
```

```
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{       \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}       \
       \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{       \
 name##_SPLAY_MINMAX(head, val);     \
      return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else      \
     return ((head)->sph_root);    \
  }        \
  (head)->sph_root = (elm);      \
  return (NULL);       \
```

```
}       \
        \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;     \
 if (SPLAY_EMPTY(head))     \
  return (NULL);     \
 name##_SPLAY(head, elm);    \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {     \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }      \
  return (elm);     \
 }       \
 return (NULL);      \
}       \
        \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{       \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;      \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;    \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {    \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;    \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }     \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;    \
```

```
  if ((cmp)(elm, __tmp) > 0){   \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
    break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
       \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
  field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}
```

```
#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {       \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)
```

```
#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
 (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
```

```
  RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
 (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{        \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
```

```
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
```

```
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_RIGHT(tmp, field) == NULL || \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft;  \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
```

```
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }    \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;    \
  }     \
 }      \
}       \
if
(elm)      \
 RB_COLOR(elm, field) = RB_BLACK;   \
}       \
       \
attr struct type *      \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{       \
 struct type *child, *parent, *old = elm;   \
 int color;      \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;    \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;    \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)     \
   RB_PARENT(child, field) = parent;  \
  if (parent) {     \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else     \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else      \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
```

```
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
```

```
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
```

```
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
```

```
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
```

```
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
```

1.730 zix 0.6.2-r0

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1.731 aom-libs 3.12.1-r0

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1.733 dbus-libs 1.16.2-r1

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1.734 libxau 1.0.12-r0

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1.735 libdouble-conversion 3.3.1-r0

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1.736 libwebp 1.5.0-r0

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1.737 cjson 1.7.18-r1

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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 https://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 https://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
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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 https://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 https://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
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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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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see https://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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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
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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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1.743 python-dev 3.12.11-r0

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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 https://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 https://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.

All

Python releases are Open Source (see https://opensource.org for the Open Source Definition). Historically, most, but not all, Python 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
2.1.2	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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1.746 cairo 1.18.4-r0

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1.749 protobuf-java 3.25.8

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java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.OptionTargetType> getTargetsList();
getEditionDefaultsList();
public java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.OptionTargetType> getTargetsList() {
public java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.EditionDefault> getEditionDefaultsList() {
if (!getEditionDefaultsList()
.equals(other.getEditionDefaultsList())) return false;
hash = (53 * hash) + getEditionDefaultsList().hashCode();
public java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.OptionTargetType> getTargetsList() {
public java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.EditionDefault> getEditionDefaultsList() {
getDefaultsList();
public java.util.List<com.google.protobuf.DescriptorProtos.FeatureSetDefaults.FeatureSetEditionDefault>
getDefaultsList() {
if (!getDefaultsList()
.equals(other.getDefaultsList())) return false;
hash
 = (53 * hash) + getDefaultsList().hashCode();
public java.util.List<com.google.protobuf.DescriptorProtos.FeatureSetDefaults.FeatureSetEditionDefault>
getDefaultsList() {
getLeadingDetachedCommentsList();
getLeadingDetachedCommentsList() {
size += 1 * getLeadingDetachedCommentsList().size();
if (!getLeadingDetachedCommentsList()
.equals(other.getLeadingDetachedCommentsList())) return false;
hash = (53 * hash) + getLeadingDetachedCommentsList().hashCode();
getLeadingDetachedCommentsList() {

Found in path(s):
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/DescriptorProtos.java
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Found in path(s):
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ProtocolStringList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SingleFieldBuilder.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ProtobufArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Android.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageOrBuilder.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Java8Compatibility.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/TypeRegistry.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/GeneratedMessageLite.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldLite.java
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 /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Parser.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageInfoFactory.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/DoubleArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/IterableByteBufferInputStream.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldSchemaFull.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CompileTimeConstant.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RepeatedFieldBuilder.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RpcCallback.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ProtoSyntax.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RopeByteString.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ServiceException.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CodedInputStream.java
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 /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionRegistryFactory.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Internal.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnknownFieldSetLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/NewInstanceSchemaLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnknownFieldSetSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldSchemaLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/OneofInfo.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/StructuralMessageInfo.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/NewInstanceSchemas.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CodedInputStreamReader.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageSetSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LazyFieldLite.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/NioByteString.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RawMessageInfo.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/AbstractMessage.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/GeneratedMessageInfoFactory.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/TextFormatParseLocation.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/TextFormatParseInfoTree.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageLiteOrBuilder.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnknownFieldSetLiteSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/JavaType.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/BufferAllocator.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/AbstractProtobufList.java
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 /protobuf-java-3-25-8-sources-jar/com/google/protobuf/BlockingService.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RpcController.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionRegistry.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Schema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/FloatArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/FieldSet.java

* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/InlineMe.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/GeneratedMessage.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Utf8.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/FieldInfo.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/BlockingRpcChannel.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/WireFormat.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnknownFieldSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RepeatedFieldBuilderV3.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/IntArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/BinaryReader.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnknownFieldSet.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LazyField.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Reader.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionSchemaFull.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/NewInstanceSchemaFull.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/FieldType.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CheckReturnValue.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LazyStringArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/NewInstanceSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CodedOutputStream.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionSchemas.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/InvalidProtocolBufferException.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnsafeUtil.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SchemaUtil.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/BooleanArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/DescriptorMessageInfoFactory.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LegacyDescriptorsUtil.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RpcUtil.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageLiteToString.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/AbstractMessageLite.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ByteString.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CodedOutputStreamWriter.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SmallSortedMap.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ByteOutput.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/PrimitiveNonBoxingCollection.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MutabilityOracle.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ListFieldSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Message.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/GeneratedMessageV3.java

* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CanIgnoreReturnValue.java
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 /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionRegistryLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UninitializedMessageException.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageReflection.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnsafeByteOperations.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapEntryLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldBuilder.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Descriptors.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/DiscardUnknownFieldsParser.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnmodifiableLazyStringList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ProtocolMessageEnum.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Writer.java
*
 /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldSchemas.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageInfo.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LongArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ArrayDecoders.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExperimentalApi.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SchemaFactory.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SingleFieldBuilderV3.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/AbstractParser.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/AllocatedBuffer.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldReflectionAccessor.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapField.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LazyStringList.java
*
 /protobuf-java-3-25-8-sources-jar/com/google/protobuf/BinaryWriter.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RpcChannel.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageSchema.java

1.750 urllib3 2.5.0

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1.751 spring-web 6.2.8

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Found in path(s):
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/MissingPathVariableException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/async/CallableProcessingInterceptor.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/ResourceHttpMessageWriter.java
*
 /spring-web-6-2-8-sources-jar/org/springframework/http/client/AbstractStreamingClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/HttpStatusCode.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/DefaultParts.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/support/InterceptingHttpAccessor.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/ServletRequestPathFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/AbstractSmartHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ReactorNetty2ClientHttpConnector.java
* /spring-web-6-2-8-sources-
jar/org/springframework/http/converter/feed/AbstractWireFeedHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/RequestContextHolder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/RestClientUtils.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/SingleCharWildcardedPathElement.java
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 /spring-web-6-2-8-sources-jar/org/springframework/http/client/JettyClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/support/BindParamNameResolver.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/service/invoker/AbstractReactorHttpExchangeAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/JettyClientHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/MissingServletRequestParameterException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/ServerWebExchangeExtensions.kt
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/json/Jackson2JsonEncoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ReactorClientHttpResponse.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/RequestPartArgumentResolver.java
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 /spring-web-6-2-8-sources-jar/org/springframework/web/util/UriBuilder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/ShallowEtagHeaderFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ReactorServerHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/xml/XmlEventDecoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/StatusHandler.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/PathContainer.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/ServletRequestDataBinder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/WebDataBinder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/UnsupportedMediaTypeStatusException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/support/WebExchangeDataBinder.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/HttpRange.java
*

/spring-web-6-2-8-sources-jar/org/springframework/http/server/DefaultPathContainer.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/UndertowServerHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/support/ServletContextResource.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/FormHttpMessageReader.java
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* /spring-web-6-2-8-sources-
jar/org/springframework/http/converter/json/MappingJackson2HttpMessageConverter.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/support/ConfigurableWebBindingInitializer.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/xml/Jaxb2Helper.java
*
/spring-web-6-2-8-sources-jar/org/springframework/http/StreamingHttpOutputMessage.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/context/request/async/DeferredResultProcessingInterceptor.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/protobuf/ProtobufDecoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/MultipartParser.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/json/Jackson2Tokenizer.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/support/WebRequestDataBinder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/BindErrorUtils.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/json/ProblemDetailJacksonMixin.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/HttpServerErrorException.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/context/request/async/DeferredResultInterceptorChain.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/json/ProblemDetailJacksonXmlMixin.java
*
/spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/LiteralPathElement.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/DefaultServerHttpRequestBuilder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/support/WebDataBinderFactory.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/context/support/ServletContextParameterFactoryBean.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/HttpComponentsClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/json/Jackson2JsonDecoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/HttpMessageConverterExtractor.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ReactorNetty2ServerHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/MultipartHttpMessageReader.java

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 /spring-web-6-2-8-sources-jar/org/springframework/web/multipart/MultipartFileResource.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/protobuf/ProtobufHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/accept/AbstractMappingContentNegotiationStrategy.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/client/BufferingClientHttpRequestWrapper.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/AbstractBufferingClientHttpRequest.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/PathPatternParser.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/json/GsonBuilderUtils.java
* /spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/http/HttpEntity.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/accept/ContentNegotiationManagerFactoryBean.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/HttpRequestValues.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/async/DeferredResult.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/NoOpResponseErrorHandler.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/PathPattern.java
* /spring-web-6-2-8-sources-
jar/org/springframework/http/server/reactive/observation/ServerHttpObservationDocumentation.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/RestControllerAdvice.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/method/HandlerMethod.java
*
 /spring-web-6-2-8-sources-jar/org/springframework/web/method/ControllerAdviceBean.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/CookieValue.java
* /spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/web/util/HierarchicalUriComponents.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/ServletRequestPathUtils.java

* /spring-web-6-2-8-sources-jar/org/springframework/web/client/support/RestTemplateAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/ConfigurableWebEnvironment.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/session/InMemoryWebSessionStore.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/DefaultRestClient.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/ContextLoaderListener.java
* /spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/web/client/RestClientException.java
* /spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/web/client/support/RestClientAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/JettyCoreHttpHandlerAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/adapter/DefaultServerWebExchange.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/ProblemDetail.java
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 /spring-web-6-2-8-sources-jar/org/springframework/web/cors/CorsConfiguration.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/HttpComponentsClientHttpRequestFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/FormHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/RequestBodyArgumentResolver.java
* /spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/web/method/support/InvocableHandlerMethod.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/RfcUriParser.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/async/WebAsyncManager.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/ServerWebExchange.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/DisconnectedClientHelper.java
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 /spring-web-6-2-8-sources-jar/org/springframework/web/util/WhatWgUrlParser.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/DefaultRestClientBuilder.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/xml/AbstractJaxb2HttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/MethodArgumentNotValidException.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/MediaType.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/RestTemplate.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/support/BaseDefaultCodecs.java
* /spring-web-6-2-8-sources-
jar/org/springframework/http/converter/xml/Jaxb2RootElementHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/HttpMediaTypeNotAcceptableException.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/server/DefaultRequestPath.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/cors/reactive/UrlBasedCorsConfigurationSource.java
*
 /spring-web-6-2-8-sources-jar/org/springframework/http/codec/ResourceHttpMessageReader.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/multipart/support/StandardServletPartUtils.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/method/annotation/RequestParamMapMethodArgumentResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/CorsFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/session/DefaultWebSessionManager.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/DelegatingServerHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/UriBuilderFactory.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/accept/ServletPathExtensionContentNegotiationStrategy.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/json/AbstractJsonHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/WebRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/HttpHeadResponseDecorator.java
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This file maps Internet media types to unique file extension(s).
Although created for httpd, this file is used by many software systems
and has been placed in the public domain for unlimited redistribution.
#
The table below contains both registered and (common) unregistered types.
A type that has no unique extension can be ignored -- they are listed
here to guide configurations toward known types and to make it easier to
identify "new" types. File extensions are also commonly used to indicate
content languages and encodings, so choose them carefully.
#
Internet media types should be registered as described in RFC 4288.
The registry is at <https://www.iana.org/assignments/media-types/>.
#
This file was retrieved from
https://svn.apache.org/viewvc/httpd/httpd/trunk/docs/conf/mime.types?revision=1918129&view=co

#
MIME type (lowercased)   Extensions
== ==========

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* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/ClientCodecConfigurer.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/protobuf/ProtobufEncoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/DelegatingFilterProxy.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/AbstractClientHttpResponse.java
*
 /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ServletHttpHandlerAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/HttpComponentsClientHttpConnector.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/protobuf/ProtobufJsonEncoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/support/GenericWebApplicationContext.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/multipart/support/AbstractMultipartHttpServletRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/UriTemplate.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/OutputStreamPublisher.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/ClientHttpRequestInterceptor.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/ReactorNettyClientRequestFactory.java
*
 /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ClientHttpRequestDecorator.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/cors/PreFlightRequestHandler.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/method/annotation/HandlerMethodValidator.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/DefaultPartHttpMessageReader.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/json/KotlinSerializationJsonDecoder.java

* /spring-web-6-2-8-sources-jar/org/springframework/web/util/UrlPathHelper.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/CaptureVariablePathElement.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/bind/annotation/ControllerMappingReflectiveProcessor.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/PostMapping.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/HttpComponentsClientHttpResponse.java
*
/spring-web-6-2-8-sources-jar/org/springframework/http/client/SimpleClientHttpRequestFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/RequestMapping.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/ContentCachingResponseWrapper.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/ResourceHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/HttpMethodArgumentResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/reactive/UrlHandlerFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/CoWebFilter.kt
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/support/DefaultDataBinderFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/ExtractingResponseErrorHandler.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/async/WebAsyncUtils.java
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/spring-web-6-2-8-sources-jar/org/springframework/web/multipart/MaxUploadSizeExceededException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/HttpServiceMethod.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/RegexPathElement.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/HttpHeaders.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/method/annotation/RequestParamMethodArgumentResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/MultipartHttpMessageWriter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/ReactorClientHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/UnknownContentTypeException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/CoWebExceptionHandler.kt
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/UrlHandlerFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/json/ProblemDetailRuntimeHints.java
*
/spring-web-6-2-8-sources-jar/org/springframework/web/util/WebAppRootListener.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ReactorClientHttpConnector.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/observation/ClientRequestObservationContext.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/ServerHttpObservationFilter.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/xml/AbstractXmlHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/PutMapping.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/PatchMapping.java
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/spring-web-6-2-8-sources-jar/org/springframework/web/multipart/support/MultipartResolutionDelegate.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/ErrorResponse.java
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* /spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/WildcardPathElement.java

* /spring-web-6-2-8-sources-jar/org/springframework/web/client/RestClientResponseException.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/support/AllEncompassingFormHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/DeleteMapping.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/HtmlCharacterEntityReferences.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ServerHttpResponseDecorator.java
*
 /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/AbstractListenerReadPublisher.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/StringHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/TagUtils.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/PartEventHttpMessageReader.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ReactorNetty2ClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/ReactiveHttpRequestValues.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/OkHttp3ClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/JettyClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ReactorNetty2ClientHttpResponse.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/util/WebUtilRuntimeHints.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/annotation/HttpExchange.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/AbstractKotlinSerializationHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/async/AsyncRequestNotUsableException.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/ServletServerHttpAsyncRequestControl.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ReactorUriHelper.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/HiddenHttpMethodFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/adapter/ForwardedHeaderTransformer.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ReactorClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/reactive/HiddenHttpMethodFilter.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/server/ResponseStatusException.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/client/RestClientExtensions.kt
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/FacesRequestAttributes.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/ResourceRegionHttpMessageConverter.java
* /spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/web/context/support/RequestHandledEvent.java
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/spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/EncoderHttpMessageWriter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/UrlArgumentResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/ResponseEntity.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/support/HttpComponentsHeadersAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/method/annotation/SessionAttributesHandler.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ServerHttpRequestDecorator.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/reactive/ServerWebExchangeContextFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/JettyClientHttpRequestFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/adapter/WebHttpHandlerBuilder.java
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/spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/ServerSentEventHttpMessageWriter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/cors/reactive/CorsUtils.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ClientHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/AbstractHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/SubscriberInputStream.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/CrossOrigin.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/ContentCachingRequestWrapper.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/DefaultUriBuilderFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/KotlinSerializationStringDecoder.java
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/spring-web-6-2-8-sources-jar/org/springframework/web/util/ServletContextPropertyUtils.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ServletServerHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/multipart/support/MultipartFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/DefaultHttpStatusCode.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/OkHttp3ClientHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/support/JettyHeadersAdapter.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/method/annotation/ExceptionHandlerMethodResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/async/CallableInterceptorChain.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/ServerCodecConfigurer.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/ServletWebRequest.java
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/spring-web-6-2-8-sources-jar/org/springframework/http/client/ReactorClientHttpRequestFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/support/Netty5HeadersAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/InvalidUrlException.java
* /spring-web-6-2-8-sources-

jar/org/springframework/web/context/request/async/StandardServletAsyncWebRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/method/annotation/ModelFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/accept/HeaderContentNegotiationStrategy.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/cors/DefaultCorsProcessor.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/AbstractClientHttpRequestFactoryWrapper.java
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* /spring-web-6-2-8-sources-
jar/org/springframework/http/client/observation/ClientHttpObservationDocumentation.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/accept/MappingMediaTypeFileExtensionResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/WebFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/json/AbstractJackson2Decoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/support/ServletRequestHandledEvent.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/json/KotlinSerializationJsonEncoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/HttpRequestMethodNotSupportedException.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/xml/Jaxb2XmlEncoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/HttpServiceProxyFactory.java
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/spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-jar/org/springframework/web/multipart/support/StandardServletMultipartResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/AbstractListenerWriteProcessor.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ServletServerHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/JdkClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/ReactorResourceFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/json/JacksonModulesRuntimeHints.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/MediaTypeFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/accept/PathExtensionContentNegotiationStrategy.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/KotlinSerializationBinaryDecoder.java
*
/spring-web-6-2-8-sources-jar/org/springframework/web/method/annotation/ExceptionHandlerMappingInfo.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/ReactorClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/adapter/HttpWebHandlerAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/AbstractContextLoaderInitializer.java
* /spring-web-6-2-8-sources-
jar/org/springframework/web/service/invoker/AbstractNamedValueArgumentResolver.java
* /spring-web-6-2-8-sources-
jar/org/springframework/http/client/observation/DefaultClientRequestObservationConvention.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/AbstractClientHttpRequest.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/protobuf/ProtobufHttpMessageWriter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/HttpComponentsClientHttpRequest.java
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/spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/TomcatHeadersAdapter.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/JdkClientHttpResponse.java

* /spring-web-6-2-8-sources-jar/org/springframework/http/support/Netty4HeadersAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/JettyHttpHandlerAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/AbstractServerHttpRequest.java
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* /spring-web-6-2-8-sources-
jar/org/springframework/web/method/annotation/AbstractNamedValueMethodArgumentResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/support/HttpAccessor.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/JettyClientHttpConnector.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/async/WebAsyncTask.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/OkHttp3ClientHttpRequestFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/KotlinSerializationStringEncoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/ContextLoader.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/ReadOnlyHttpHeaders.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/GetMapping.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/DefaultResponseErrorHandler.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/DefaultErrorResponseBuilder.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/FormHttpMessageWriter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/RestOperations.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ReactorServerHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ReactorNetty2ResourceFactory.java
* /spring-web-6-2-8-sources-
jar/org/springframework/http/server/observation/DefaultServerRequestObservationConvention.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/RequestParamArgumentResolver.java
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jar/org/springframework/http/converter/yaml/MappingJackson2YamlHttpMessageConverter.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/util/UriTemplateHandler.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/InterceptingClientHttpRequestFactory.java
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 /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ClientHttpConnector.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/RequestBody.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/method/annotation/InitBinderDataBinderFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/HttpMessageDecoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ReactorHttpHandlerAdapter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/accept/ContentNegotiationStrategy.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/AbstractRequestAttributes.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/HttpSessionRequiredException.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/GenericHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/LoggingCodecSupport.java
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 /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/ResponseBody.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/HttpLogging.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/RequestHeader.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/client/ResponseExtractor.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/context/ServletConfigAware.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/client/BufferingClientHttpRequestFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/HttpHandler.java
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 /spring-web-6-2-8-sources-jar/org/springframework/http/HttpOutputMessage.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/cors/CorsProcessor.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/SslInfo.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/server/DefaultServerWebExchangeBuilder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/MatrixVariable.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/RequestParam.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/json/MappingJacksonValue.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/ZeroCopyHttpOutputMessage.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/ValueConstants.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/RelativeRedirectResponseWrapper.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/GenericFilterBean.java
*
/spring-web-6-2-8-sources-
jar/org/springframework/http/client/observation/ClientRequestObservationConvention.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/MissingRequestValueException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/handler/ResponseStatusExceptionHandler.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/json/Jackson2SmileDecoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/session/WebSessionIdResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/jsf/FacesContextUtils.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/method/HandlerTypePredicate.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/InternalPathPatternParser.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/ServletServerHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/json/Jackson2SmileEncoder.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/PathVariableArgumentResolver.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/MissingMatrixVariableException.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/CodecConfigurerRuntimeHints.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/protobuf/ProtobufCodecSupport.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/NotAcceptableStatusException.java
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* /spring-web-6-2-8-sources-jar/org/springframework/web/server/MethodNotAllowedException.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/protobuf/KotlinSerializationProtobufEncoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/CookieValueArgumentResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/ClientHttpResponseDecorator.java
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/spring-web-6-2-8-sources-jar/org/springframework/http/client/support/HttpRequestWrapper.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/annotation/GetExchange.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/KotlinSerializationBinaryEncoder.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/FormPartEvent.java

* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/ServletRequestBindingException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/annotation/ExceptionHandlerReflectiveProcessor.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/invoker/RequestAttributeArgumentResolver.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/converter/KotlinSerializationBinaryHttpMessageConverter.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ReactorNetty2HttpHandlerAdapter.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/PartHttpMessageWriter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/multipart/support/MissingServletRequestPartException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/support/WebApplicationObjectSupport.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/MissingRequestCookieException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/jsf/DelegatingNavigationHandlerProxy.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/PathElement.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/MultipartWriterSupport.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/annotation/PatchExchange.java
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/spring-web-6-2-8-sources-jar/org/springframework/http/client/reactive/JdkHttpClientResourceFactory.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/cors/UrlBasedCorsConfigurationSource.java
* /spring-web-6-2-8-sources-
jar/org/springframework/http/converter/KotlinSerializationStringHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/filter/RelativeRedirectFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/request/RequestContextListener.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/MissingRequestValueException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/pattern/CaptureTheRestPathElement.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/DefaultSslInfo.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/util/CookieGenerator.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/MissingRequestHeaderException.java
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* /spring-web-6-2-8-sources-jar/org/springframework/http/server/RequestPath.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/server/reactive/ServerHttpResponse.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/context/support/StandardServletEnvironment.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/adapter/AbstractReactiveWebInitializer.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/service/annotation/DeleteExchange.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/server/UnsatisfiedRequestParameterException.java
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* /spring-web-6-2-8-sources-
jar/org/springframework/http/converter/cbor/KotlinSerializationCborHttpMessageConverter.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/PartEventHttpMessageWriter.java
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/spring-web-6-2-8-sources-jar/org/springframework/web/filter/AbstractRequestLoggingFilter.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/bind/UnsatisfiedServletRequestParameterException.java
* /spring-web-6-2-8-sources-jar/org/springframework/web/method/support/ModelAndViewContainer.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/multipart/MultipartUtils.java
* /spring-web-6-2-8-sources-jar/org/springframework/http/codec/support/BaseCodecConfigurer.java
* /spring-web-6-2-8-sources-
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* /spring-web-6-2-8-sources-
jar/org/springframework/web/method/support/HandlerMethodReturnValueHandlerComposite.java
* /spring-web-6-2-8-sources-
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/jackson2/DefaultCsrfServerTokenMixin.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/www/package-info.java

*
/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/WebAttributes.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/logout/HttpStatusReturningLogoutSuccessHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/PreAuthenticatedAuthenticationProvider.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/session/InvalidSessionStrategy.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/j2ee/WebXmlMappableAttributesRetriever.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/x509/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/util/RedirectUrlBuilder.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/header/writers/frameoptions/WhiteListedAllowFromStrategy.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/util/OnCommittedResponseWrapper.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/j2ee/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/logout/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/firewall/RequestWrapper.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/jaasapi/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/logout/DelegatingLogoutSuccessHandler.java
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/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/access/expression/DefaultWebSecurityExpressionHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/session/NullAuthenticatedSessionStrategy.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/j2ee/J2eeBasedPreAuthenticatedWebAuthenticationDetailsSource.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/access/intercept/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/switchuser/SwitchUserAuthorityChanger.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/savedrequest/SavedRequest.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/context/HttpRequestResponseHolder.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/RequestAttributeAuthenticationFilter.java
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/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/context/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/SavedRequestAwareAuthenticationSuccessHandler.java

* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/websphere/package-info.java
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/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/rememberme/PersistentTokenRepository.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/savedrequest/NullRequestCache.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/util/ThrowableAnalyzer.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/access/channel/AbstractRetryEntryPoint.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/session/SimpleRedirectInvalidSessionStrategy.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/AuthenticationSuccessHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/logout/CompositeLogoutHandler.java
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/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/rememberme/InMemoryTokenRepositoryImpl.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/savedrequest/RequestCache.java

* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/jackson2/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/util/ThrowableCauseExtractor.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/access/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/session/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/util/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/servletapi/package-info.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/SecurityFilterChain.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/RequestHeaderAuthenticationFilter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/session/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/access/expression/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/header/Header.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/ui/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/SimpleUrlAuthenticationSuccessHandler.java
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/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/session/SimpleRedirectSessionInformationExpiredStrategy.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/switchuser/package-info.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/rememberme/PersistentRememberMeToken.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/debug/Logger.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/firewall/HttpFirewall.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/servletapi/HttpServletRequestFactory.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/util/TextEscapeUtils.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/www/DigestAuthUtils.java
*
/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/websphere/WebSpherePreAuthenticatedWebAuthenticationDetailsSource.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/header/writers/frameoptions/AbstractRequestParameterAllowFromStrategy.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/preauth/PreAuthenticatedGrantedAuthoritiesWebAuthenticationDetails.java

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 /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/header/writers/XXssProtectionHeaderWriter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/authentication/ServerAuthenticationEntryPointFailureHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/csrf/CsrfWebFilter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/servletapi/HttpServlet3RequestFactory.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/csrf/ServerCsrfTokenRequestResolver.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/context/SecurityContextHolderFilter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/context/request/async/SecurityContextCallableProcessingInterceptor.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/csrf/CsrfTokenRepository.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/csrf/RepositoryDeferredCsrfToken.java
* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/csrf/CsrfTokenRequestResolver.java

* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/session/ForceEagerSessionCreationFilter.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/util/matcher/IpAddressMatcher.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/webauthn/jackson/BytesMixin.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/savedrequest/CookieRequestCache.java
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* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/api/COSEAlgorithmIdentifier.java
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jar/org/springframework/security/web/authentication/www/DigestAuthenticationFilter.java
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jar/org/springframework/security/web/authentication/www/BasicAuthenticationEntryPoint.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/rememberme/RememberMeAuthenticationFilter.java
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 /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/util/matcher/RegexRequestMatcher.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/DefaultRedirectStrategy.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/access/NoOpAccessDeniedHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/session/RequestedUrlRedirectInvalidSessionStrategy.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/context/DelegatingSecurityContextRepository.java
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jar/org/springframework/security/web/util/matcher/DispatcherTypeRequestMatcher.java
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jar/org/springframework/security/web/access/HandlerMappingIntrospectorRequestTransformer.java
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jar/org/springframework/security/web/authentication/NoOpAuthenticationEntryPoint.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/context/HttpSessionSecurityContextRepository.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/header/XContentTypeOptionsServerHttpHeadersWriter.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/savedrequest/CookieServerRequestCache.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/savedrequest/WebSessionServerRequestCache.java
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* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/registration/DefaultWebAuthnRegistrationPageGeneratingFilter.jav
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* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/preauth/x509/X509PrincipalExtractor.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/ui/DefaultLogoutPageGeneratingFilter.java
* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/csrf/CsrfTokenRequestAttributeHandler.java
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/spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/authorization/HttpStatusServerAccessDeniedHandler.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/management/RelyingPartyAuthenticationRequest.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/session/HttpSessionIdChangedEvent.java
* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/csrf/DeferredCsrfToken.java
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jar/org/springframework/security/web/util/matcher/AntPathRequestMatcher.java
* /spring-security-web-6-5-1-sources-

jar/org/springframework/security/web/servlet/util/matcher/PathPatternRequestMatcher.java
* /spring-security-web-6-5-1-sources-
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/spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/ui/DefaultLoginPageGeneratingFilter.java
* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/management/Webauthn4JRelyingPartyOperations.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/csrf/CsrfAuthenticationStrategy.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/authentication/ServerWebExchangeDelegatingReactiveAuthentication
ManagerResolver.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/api/PublicKeyCredentialDescriptor.java
* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/authentication/WebAuthnAuthenticationFilter.java
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/spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/header/writers/ClearSiteDataHeaderWriter.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/api/AuthenticationExtensionsClientInput.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/preauth/AbstractPreAuthenticatedProcessingFilter.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/AbstractAuthenticationTargetUrlRequestHandler.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/csrf/CookieServerCsrfTokenRepository.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/csrf/XorCsrfTokenRequestAttributeHandler.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/api/PublicKeyCredentialUserEntity.java
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/spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/access/HttpStatusAccessDeniedHandler.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/api/PublicKeyCredentialType.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/webauthn/api/CredentialPropertiesOutput.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/ui/DefaultResourcesFilter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/webauthn/api/Bytes.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/RequestMatcherDelegatingAuthenticationManagerResolver.ja
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/webauthn/authentication/WebAuthnAuthenticationRequestToken.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/header/CrossOriginResourcePolicyServerHttpHeadersWriter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/util/matcher/IpAddressServerWebExchangeMatcher.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/util/matcher/RequestMatcherEntry.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/header/CrossOriginOpenerPolicyServerHttpHeadersWriter.java
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jar/org/springframework/security/web/header/writers/CrossOriginEmbedderPolicyHeaderWriter.java
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jar/org/springframework/security/web/authentication/logout/CookieClearingLogoutHandler.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/header/StaticServerHttpHeadersWriter.java
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jar/org/springframework/security/web/reactive/result/view/CsrfRequestDataValueProcessor.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/authorization/ServerWebExchangeDelegatingServerAccessDeniedHan
dler.java
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 /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/ExceptionMappingAuthenticationFailureHandler.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/authentication/ServerX509AuthenticationConverter.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/header/FeaturePolicyServerHttpHeadersWriter.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/authentication/ForwardAuthenticationFailureHandler.java
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jar/org/springframework/security/web/server/MatcherSecurityWebFilterChain.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/firewall/FirewalledResponse.java
* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/authentication/HttpStatusServerEntryPoint.java
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/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/authentication/ServerAuthenticationConverter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/authentication/ServerFormLoginAuthenticationConverter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/header/writers/CacheControlHeadersWriter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/SimpleUrlAuthenticationFailureHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/logout/ForwardLogoutSuccessHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/authentication/logout/DelegatingServerLogoutHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/ForwardAuthenticationSuccessHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/authentication/logout/HttpStatusReturningServerLogoutSuccessHandler.java
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/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/authentication/ServerHttpBasicAuthenticationConverter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/http/SecurityHeaders.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/access/RequestMatcherDelegatingAccessDeniedHandler.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/servlet/support/csrf/CsrfRequestDataValueProcessor.java
*
 /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/csrf/CsrfLogoutHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/csrf/DefaultCsrfToken.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/header/writers/XContentTypeOptionsHeaderWriter.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/csrf/HttpSessionCsrfTokenRepository.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/csrf/CsrfException.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/session/InvalidSessionAccessDeniedHandler.java
* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/authentication/session/CompositeSessionAuthenticationStrategy.java
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jar/org/springframework/security/web/server/savedrequest/ServerRequestCache.java
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* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-
jar/org/springframework/security/web/server/util/matcher/ServerWebExchangeMatcherEntry.java
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* /spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/csrf/CsrfToken.java
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/spring-security-web-6-5-1-sources-jar/org/springframework/security/web/server/csrf/CsrfException.java
* /spring-security-web-6-5-1-sources-
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* /spring-security-web-6-5-1-sources-
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3 **Group:** `com.fasterxml.jackson.core` **Name:** `jackson-annotations` **Version:** `2.19.0`
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7 **Group:** `com.google.cloud.opentelemetry` **Name:** `detector-resources-support` **Version:** `0.34.0`
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9 **Group:** `com.squareup.okhttp3` **Name:** `okhttp` **Version:** `4.12.0`
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10 **Group:** `com.squareup.okio` **Name:** `okio` **Version:** `3.11.0`
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 Name: `okio-jvm` **Version:** `3.11.0`
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Jackson JSON processor

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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JSON parsing library (nlohmann/json)

File: vendor/json/upstream/single_include/nlohmann/json.hpp (only for ICU4C)

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File: aclocal.m4 (only for ICU4C)
Section: pkg.m4 - Macros to locate and utilise pkg-config.

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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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JSON parsing library (nlohmann/json)

File: vendor/json/upstream/single_include/nlohmann/json.hpp (only for
ICU4C)

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File: aclocal.m4 (only for ICU4C)
Section: pkg.m4 - Macros to locate and utilise pkg-config.

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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
```

1.770 icu 76.1-r1

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JSON parsing library (nlohmann/json)

File: vendor/json/upstream/single_include/nlohmann/json.hpp (only for
 ICU4C)

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File: aclocal.m4 (only for ICU4C)
Section: pkg.m4 - Macros to locate and utilise pkg-config.

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File: install-sh (only for ICU4C)

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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
```

1.771 openssl 1.1.1zc

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JSON parsing library (nlohmann/json)

File: vendor/json/upstream/single_include/nlohmann/json.hpp (only for ICU4C)

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File: aclocal.m4 (only for ICU4C)
Section: pkg.m4 - Macros to locate and utilise pkg-config.

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File: config.guess (only for ICU4C)

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File: install-sh (only for ICU4C)

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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
```

1.773 libcamera 0.5.1-r0

1.773.1 Available under license :

```
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1.775 icu-data-full 76.1-r1

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# File created by genmucm tool.
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#
# Table Version : 1.0
# The 1st column is the Unicode scalar value.
# The 2nd column is the codepage byte sequence.
# The 3rd column is the fallback indicator.
# The fallback indicator can have one of the following values:
#   |0 for exact 1-1 roundtrip mapping
#   |1 for the best fallback codepage byte sequence.
#   |2 for the substitution character
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 fallback Unicode scaler value
#
# Encoding description: Chinese Traditional (Big5)
# Encoding name: big5
#
```

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```
han_radicals{"hieroglifu atslgas"}
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File created by rptp2ucm (compiled on Dec 27 2002)
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#
This list was created to aid in word wrapping, word segmentation, and spell
checking. It aims to be an exhaustive list of all words in the Burmese language.
#
Sources include:
- The my-l10n project, hosted at https://code.google.com/p/my-l10n/
- http://sourceforge.net/projects/ncsoft/files/Myanmar-English%20Dictionary/
#
This list is part of a project hosted at:

```
#   github.com/kanyawtech/myanmar-karen-word-lists
#
# Also for more information and additional projects, see:
#   kanyawtech.org
#
# This file is derived from the above dictionary, but:
# modified header; deleted parenthetical annotations and final space; deleted
# duplicate entries;
 deleted entries with medial or final hyphens, entries
# containing text in Latin/Arabic/NKo script, entries containing medial space,
# equals sign, comma, underscore, colon, exclamation point, semicolon, ellipsis,
# asterisk, solidus, space, or
# \u0361, \u0fff, \u0004, \u0001, \u200b, \u05A1, \u001E, etc.
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DE{"Duitslandi"}

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#
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#
```

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#
# File created on Dec 03 13:48 Pacific Standard Time 2002
#
# File created by genmucm tool.
# from windows 2000 using IMultiLanguage 5.50.4522.1800
#
# Table Version : 1.0
# The 1st column is the Unicode scalar value.
# The 2nd column is the codepage byte sequence.
# The 3rd column is the fallback indicator.
# The fallback indicator can have one of the following values:
#   |0 for exact 1-1 roundtrip mapping
#   |1 for the best fallback codepage byte sequence.
#   |2 for the substitution character
#   |3 for the best reverse
 fallback Unicode scaler value
#
# Encoding description: Chinese Simplified (GB2312)
# Encoding name: gb2312
#
```

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#
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//---
// Build tool: com.ibm.icu.dev.tool.currency.NumericCodeData
// Build date: 2024-09-06T21:46:10Z
//---
// >> !!! >> THIS IS A MACHINE-GENERATED FILE << !!! <<
// >> !!! >>>   DO NOT EDIT   <<< !!! <<
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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B00391.RPMAP100 and 039144B0.TPMAP100
#

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#
#
Special exceptions, per GB/T 17693.4-2009 1, 8:

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#

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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B01323.RPMAP100 and 132344B0.TPMAP100
#

Found in path(s):
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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B0036B.RPMAP100 and 036B34B0.TPMAP100
#

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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B00402.RPMAP100 and 040234B0.TPMAP100
#

Found in path(s):
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#

File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B00115.RPMAP100 and 011534B0.TPMAP100
#

Found in path(s):
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#
File created by rptp2ucm (compiled on Aug 1 2006)
from source files 54B0236B.RXMAP100 and 236B54B0.TXMAP100
#

Found in path(s):
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#
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#
file: line_loose.txt
#
Line Breaking Rules
Implement default line breaking as defined by
Unicode Standard Annex #14 (https://www.unicode.org/reports/tr14/)
for Unicode 14.0, with the following modification:
#
Boundaries between hyphens and following letters are suppressed when
there is a boundary preceding the hyphen. See rule 20.9
#
This tailors the line break behavior to correspond to CSS
line-break=loose (BCP47 -u-lb-loose) as defined for languages other than
Chinese & Japanese.
It sets characters of class CJ to behave like ID.
In addition, it allows breaks:
* before

iteration marks 3005, 303B, 309D, 309E, 30FD, 30FE (all NS)
* between characters of LineBreak class IN

Found in path(s):
* /icu4c-76-1-data-zip/data/brkitr/rules/line_loose.txt
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#
file: word.txt
#
ICU Word Break Rules
See Unicode Standard Annex #29.
These rules are based on UAX #29 Revision 34 for Unicode Version 12.0
#
Note: Updates to word.txt will usually need to be merged into
word_POSIX.txt and word_fi_sv.txt also.

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* /icu4c-76-1-data-zip/data/brkitr/rules/word.txt
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**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B003A2.RPMAP120 and 03A234B0.TPMAP110
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-930_P120-1999.ucm
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**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B014E9.RPMAP100 and 14E944B0.TPMAP100
#

Found in path(s):
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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B001F4.RPMAP100 and 01F434B0.TPMAP100
#

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*
**
#
File created on Feb 21 13:52 PST 2003
#
File created by genmucm tool.
from macos 10.2 using TECCreateConverter
#
Table Version : 1.0
The 1st column is the Unicode scalar value.
The 2nd column is the codepage byte sequence.
The 3rd column is the fallback indicator.
The fallback indicator can have one of the following values:

```
#   |0 for exact 1-1 roundtrip mapping
#   |1 for the best fallback codepage byte sequence.
#   |2 for the substitution character
#   |3 for the best reverse fallback Unicode scaler value
#
#
 Encoding description:
# Encoding name: X-MAC-CYRILLIC
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/macos-7_3-10.2.ucm
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```
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# *
# ****************************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 44B00482.RPMAP100 and 048244B0.TPMAP100
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-1154_P100-1999.ucm
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# ****************************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B001B5.RPMAP100 and 01B534B0.TPMAP100
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-437_P100-1995.ucm
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# *
# **********************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 44B00478.RPMAP100 and 047844B0.TPMAP100
#
```

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# *
# **********************************************************************
#
# Update of EUC-TW based on IBM-964
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/euc-tw-2014.ucm
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# *
# **********************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00357.RPMAP100 and 035734B0.TPMAP100
#
```

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* /icu4c-76-1-data-zip/data/mappings/ibm-855_P100-1995.ucm

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*
**
#
File created on Fri Nov 10 13:07:47 2000
#
File created by dtcocm version 3.00
from source files 44B00474.RPMAP100 and 047444B0.TPMAP100
#
Table Version : 1.01
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ebcdic-xml-us.ucm
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**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B00352.RPMAP100 and 035234B0.TPMAP100
#

Found in path(s):
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-->

Found in path(s):
* /icu4c-76-1-data-zip/data/xml/brkitr/zh_Hant.xml

* /icu4c-76-1-data-zip/data/xml/brkitr/ja.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/ko.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/zh.xml
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#
#  file:  line_cj.txt
#
#       Line Breaking Rules
#       Implement default line breaking as defined by
#       Unicode Standard Annex #14 (https://www.unicode.org/reports/tr14/)
#       for Unicode 14.0, with the following modification:
#
#       Boundaries between hyphens and following letters are suppressed when
#       there is a boundary preceding the hyphen. See rule 20.9
#
#       This corresponds to CSS line-break=strict (BCP47 -u-lb-strict).
#       It sets characters of class CJ to behave like NS.
#       It allows breaking before 201C and after 201D, for zh_Hans, zh_Hant, and ja.
```

Found in path(s):
* /icu4c-76-1-data-zip/data/brkitr/rules/line_cj.txt
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# *
# ***************************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00393.RPMAP100 and 039334B0.TPMAP100
#
```

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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 44B00476.RPMAP100 and 047644B0.TPMAP100
#
```

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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00359.RPMAP100 and 035934B0.TPMAP100
#
```

Found in path(s):
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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 44B0046C.RPMAP100 and 046C44B0.TPMAP100
#
```

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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B014E7.RPMAP100 and 14E744B0.TPMAP100
#

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See comments on https://unicode-org.atlassian.net/browse/ICU-10750 - this file is needed to emit break iterator rules properly.
-->

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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B00417.RPMAP100 and 041734B0.TPMAP100
#

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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B0036E.RPMAP100 and 036E34B0.TPMAP100
#

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***
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B00025.RPMAP100 and 002534B0.TPMAP100
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-37_P100-1995.ucm
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[] { ui ; # special exception

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*
**
#
File created on   Wed 30 Aug,2000
#
File created from : i) CNS-11643-1992 mapping table by Koichi Yasuoka
ii) Unihan3.txt from Unicode.org
#
Author : Raghuram Viswanadha, IBM
#
General Notes:
This table contains the data on how Unicode characters map into
CNS-11643-1992. This table was originally based on CNS-11643 mapping
table by Koichi Yasuoka<yasuoka@kudpc.kyoto-u.ac.jp>, "CJKXRef.text"
by John H. Jenkins <John_Jenkins@taligent.com> and Unihan-3.txt
 www.unicode.org.
Here the author expresses his appreciation to Ken Lunde <lunde@mv.us.adobe.com>,
Christian Wittern <cwittern@conline.central.de>, and Jack Halpern
<jhalpern@super.win.or.jp>.
#
Markus Scherer 2003-dec-01:
I removed the mappings for CNS plane 9 because this table is used only for the
ISO-2022-CN[-EXT] converter, which only uses CNS planes 1..7.
#
Markus Scherer 2010-jan-15:
I removed the mappings for CNS planes 3..7 as well because
ISO-2022-CN-EXT is hardly ever used.
This change keeps the converter available while significantly reducing
the size of the conversion table.
The previous version is available from the ICU charset repository.
See http://site.icu-project.org/charts/charset
#

Found in path(s):
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#
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from source files 44B0047B.RPMAP100 and 047B44B0.TPMAP100
#

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**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B0046D.RPMAP100 and 046D34B0.TPMAP100
#

Found in path(s):
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**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B041A4.RXMAP110 and 41A444B0.TXMAP110
#

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* /icu4c-76-1-data-zip/data/mappings/ibm-16804_X110-1999.ucm
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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B004E8.RPMAP110 and 04E834B0.TPMAP110
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-1256_P110-1997.ucm
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*
**
#
File created on Sep 26 17:33 PDT 2005
#
File created by genucm tool.

```
# from macos 10.4 using TECCreateConverter
#
# Table Version : 1.0
# The 1st column is the Unicode scalar value.
# The 2nd column is the codepage byte sequence.
# The 3rd column is the fallback indicator.
# The fallback indicator can have one of the following values:
#   |0 for exact 1-1 roundtrip mapping
#   |1 for the best fallback codepage byte sequence.
#   |2 for the substitution character
#   |3 for the best reverse fallback Unicode scaler value
#
#
 Encoding description:
# Encoding name: X-MAC-GREEK
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/macos-6_2-10.4.ucm
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```
AQ{"Suðurskautslandið"}
```

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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00462.RPMAP100 and 046234B0.TPMAP100
#
```

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#
```

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#
#  file:  line_normal.txt
#
#       Line Breaking Rules
#       Implement default line breaking as defined by
#       Unicode Standard Annex #14 (https://www.unicode.org/reports/tr14/)
#       for Unicode 14.0, with the following modification:
#
#       Boundaries between hyphens and following letters are suppressed when
#       there is a boundary preceding the hyphen. See rule 20.9
#
#       This tailors the line break behavior to correspond to CSS
#       line-break=normal (BCP47 -u-lb-normal) as defined for languages other than
#       Chinese & Japanese.
#       It sets characters of class CJ to behave like ID.
```

Found in path(s):
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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 44B02122.RPMAP100 and 212244B0.TPMAP100
```

#

Found in path(s):
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$Revision$

Found
in path(s):
* /icu4c-76-1-data-zip/data/dtd/cldr-40/common/dtd/ldml.dtd
* /icu4c-76-1-data-zip/data/dtd/cldr-35.1/common/dtd/ldml.dtd
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**
#

File created on Feb 20 19:36 PST 2003
#
File created by genmucm tool.
from macos 10.2 using TECCreateConverter
#
Table Version : 1.0
The 1st column is the Unicode scalar value.
The 2nd column is the codepage byte sequence.
The 3rd column is the fallback indicator.
The fallback indicator can have one of the following values:
|0 for exact 1-1 roundtrip mapping
|1 for the best fallback codepage byte sequence.
|2 for the substitution character
|3 for the best reverse fallback Unicode scaler value
#
#
 Encoding description:
Encoding name: X-MAC-TURKISH
#

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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B014E4.RPMAP100 and 14E444B0.TPMAP100
#

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```
# ***************************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00118.RPMAP100 and 011834B0.TPMAP100
#
```

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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00390.RPMAP100 and 039034B0.TPMAP100
#
```

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* /icu4c-76-1-data-zip/data/mappings/ibm-912_P100-1995.ucm
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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00463.RPMAP100 and 046334B0.TPMAP100
#
```

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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B00366.RPMAP100 and 036634B0.TPMAP100
#

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#

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**
#
File created by rptp2ucm (compiled on Jan 14 2004)
from source files 34B00307.RPMAP100 and 030734B0.TPMAP100
#

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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 44B0047D.RPMAP100 and 047D44B0.TPMAP100
#
```

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# File created by rptp2ucm (compiled on Nov 15 2005)
# from source files 54B011A5.RPMAP100 and 11A554B0.TPMAP100
#
```

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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00398.RPMAP100 and 039834B0.TPMAP100
#
```

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#
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#

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I and i-dotless; I-dot and i are case pairs in Turkish and Azeri
When uppercasing, i turns into a dotted capital I
0069; 0069; 0130; 0130; tr; # LATIN SMALL LETTER I

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**
#
File created from source files 54D0355F.RPMAP100 and 355F54D0.TPMAP100
#

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#
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#

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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B00481.RPMAP100 and 048144B0.TPMAP100
#

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#
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#

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# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 44B00386.RPMAP100 and 038644B0.TPMAP100
#
```

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#
```

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#
# File created by JDKConverter2UCM.java
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-s2.ucm
* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-d7.ucm

* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-d4.ucm
* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-t.ucm
* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-s1.ucm
* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-d3.ucm
* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-d2.ucm
*
/icu4c-76-1-data-zip/data/mappings/icu-internal-compound-d1.ucm
* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-d6.ucm
* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-d5.ucm
* /icu4c-76-1-data-zip/data/mappings/icu-internal-compound-s3.ucm
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#

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*   *
* 6/26/08 - Created by Brian Rower - heavy copying from ICU4J readme & others *
*   *
****

Procedures for building ICU4J data from ICU4C data:

Setup

In the following,
    $icu4c_root is the ICU4C root directory
    $icu4j_root is the ICU4J root directory
    $jdk_bin is the JDK bin directory (for the jar tool)

1.
Linux
Download, configure, and build ICU4C. When you configure ICU4C, you must
set the environment variable ICU_DATA_BUILDTOOL_OPTS to
"--include_uni_core_data" to build additional required ICU4J data:

ICU_DATA_BUILDTOOL_OPTS=--include_uni_core_data ./runConfigureICU Linux

Windows
- Add ICU_DATA_BUILDTOOL_OPTS as a system environment variable with value "--include_uni_core_data"
- Build $icu4c_root\source\allinone\allinone.sln in Visual Studio

For more instructions on downloading and building ICU4C,
see the ICU4C readme at:
https://htmlpreview.github.io/?https://github.com/unicode-org/icu/blob/main/icu4c/readme.html#HowToBuild
(Windows: build as 'x86, Release' otherwise you will have to set 'CFG' differently below.)

NOTE You should do a full rebuild after any data changes.

1a. If you didn't download from GitHub, you will also need the "icu4c-*-data.zip" file. Unpack this file and replace the icu/source/data directory's
contents with the contents of the data directory from the zip file.

2. Step 2 depends on whether you are on a Windows or a Unix-type
platform.

Windows

2a. On Developer Command Prompt for VS, cd to $icu4c_root\source\data.

2b. On Developer Command Prompt for VS,
nmake -f makedata.mak ICUMAKE=$icu4c_root\source\data\ CFG=x86\Release JAR="$jdk_bin\jar" ICU4J_ROOT=$icu4j_root icu4j-data-install

Continue with step 3 below, in Java:

Linux

$icu4c_build is the ICU4C root build directory,
which is $icu4c_root/source in an in-source build.
(in other words, $icu4c_build is where you ran runConfigureICU or configure)

2c. On the command line, cd to $icu4c_build/data

2d. Do
make JAR=$jdk_bin/jar ICU4J_ROOT=$icu4j_root icu4j-data-install

(You can omit the JAR if it's just jar.)

Continue with step 3, in Java:

Step 2 on either platform will produce two files: icudata.jar and
icutzdata.jar in $icu4j_root/main/shared/data.

Java

3.
After the ICU4C-side steps above, build the ICU4J artifacts and run
the tests locally to make sure they pass:

cd $icu4j_root
mvn verify

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See comments on https://unicode-org.atlassian.net/browse/ICU-10750 - this file is needed to emit break iterator rules properly.
-->

Found in path(s):
* /icu4c-76-1-data-zip/data/xml/brkitr/fr.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/es.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/it.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/ru.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/de.xml
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from source files 34B00111.RPMAP100 and 011134B0.TPMAP100
#

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#
File created by rptp2ucm (compiled on Dec 3 2002)
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#

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pkgdataMakefile.in for ICU data
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from source files 44B0155F.RPMAP100 and 155F44B0.TPMAP100
#

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#

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```
# ****************************************************************************
#
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# from source files 34B00358.RPMAP100 and 035834B0.TPMAP100
#
```

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*/
-->
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#
```

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#
```

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#
```

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#

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#

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Convert between simplified and traditional Chinese
UTRANS_FORWARD is from simplified to traditional

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#

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DE{"Duitsland"}

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#
Title Casing Break Rules
#

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* /icu4c-76-1-data-zip/data/sprep/rfc4518.txt
* /icu4c-76-1-data-zip/data/sprep/rfc3530csci.txt
* /icu4c-76-1-data-zip/data/sprep/rfc3530mixp.txt
* /icu4c-76-1-data-zip/data/sprep/rfc4011.txt
* /icu4c-76-1-data-zip/data/sprep/rfc4505.txt
*
 /icu4c-76-1-data-zip/data/sprep/rfc3920res.txt
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#
file: line_normal_cj.txt
#

```
#       Line Breaking Rules
#       Implement default line breaking as defined by
#       Unicode Standard Annex #14 (https://www.unicode.org/reports/tr14/)
#       for Unicode 14.0, with the following modification:
#
#       Boundaries between hyphens and following letters are suppressed when
#       there is a boundary preceding the hyphen. See rule 20.9
#
#       This tailors the line break behavior to correspond to CSS
#       line-break=normal (BCP47 -u-lb-normal) as defined for Chinese & Japanese.
#       It sets characters of class CJ to behave like ID.
#       In addition, it allows breaks:
#       * before 301C, 30A0 (both NS)
#
      It allows breaking before 201C and after 201D, for zh_Hans, zh_Hant, and ja.
```

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#
```

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```

#

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#
file: word_fi_sv.txt
#
ICU Word Break Rules
See Unicode Standard Annex #29.
These rules are based on UAX #29 Revision 34 for Unicode Version 12.0
#
Note: Updates to word.txt will usually need to be merged into
word_fi_sv.txt also.

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#
```

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# from source files 34B004E7.RPMAP100 and 04E734B0.TPMAP100
#
```

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```

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#

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```

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#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/euc-jp-2007.ucm
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```
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# *
# ***************************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B003B5.RPMAP110 and 03B534B0.TPMAP100
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-949_P110-1999.ucm
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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B002E1.RPMAP100 and 02E134B0.TPMAP100
#

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* /icu4c-76-1-data-zip/data/mappings/ibm-737_P100-1997.ucm
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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B00362.RPMAP100 and 036234B0.TPMAP100
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-866_P100-1995.ucm
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Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ucmebcdic.mk
* /icu4c-76-1-data-zip/data/mappings/ucmcore.mk
* /icu4c-76-1-data-zip/data/mappings/ucmfiles.mk
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```
# *
# ***************************************************************************
#
#      Name:        JIS X 0212 (1990) to Unicode
#      Unicode version:      1.1
#      Table version:       0.9
#
#      Authors:        Raghuram Viswanadha
#      Date:       8/20/2000
#      General Notes:
#          This file is created from JISX 208
#          mapping table from Unicode Consortium
#          (www.unicode.org).
#          Original authors:
#          Glenn     Adams <glenn@metis.com>
#          John H. Jenkins <John_Jenkins@taligent.com>
#
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/jisx-212.ucm
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-->
```

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* /icu4c-76-1-data-zip/data/xml/rbnf/mt.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/ga.xml
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# *
# ***************************************************************************
#
# File created on Feb 20 17:43 PST 2003
#
# File created by genmucm tool.
# from macos 10.2 using TECCreateConverter
#
```

Table Version : 1.0
The 1st column is the Unicode scalar value.
The 2nd column is the codepage byte sequence.
The 3rd column is the fallback indicator.
The fallback indicator can have one of the following values:
|0 for exact 1-1 roundtrip mapping
|1 for the best fallback codepage byte sequence.
|2 for the substitution character
|3 for the best reverse fallback Unicode scaler value
#
#
 Encoding description:
Encoding name: X-MAC-CENTRALEURROMAN
#

Found in path(s):
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*
**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B00553.RPMAP11B and 055344B0.TPMAP11B
#

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*
**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B003C4.RPMAP110 and 03C434B0.TPMAP100
#

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* /icu4c-76-1-data-zip/data/mappings/ibm-964_P110-1999.ucm
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*
**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B0032D.RPMAP100 and 032D34B0.TPMAP100
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-813_P100-1995.ucm
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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B00385.RPMAP100 and 038544B0.TPMAP100
#

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-->

Found in path(s):
* /icu4c-76-1-data-zip/data/xml/brkitr/fi.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/en_US.xml

* /icu4c-76-1-data-zip/data/xml/main/root.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/cy.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/fo.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/be.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/ru.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/el.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/root.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/sv.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/root.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/uk.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/de.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/no.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/bg.xml
*
/icu4c-76-1-data-zip/data/xml/rbnf/mk.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/da.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/sr.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/en_US_POSIX.xml
* /icu4c-76-1-data-zip/data/xml/brkitr/en.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/ca.xml
* /icu4c-76-1-data-zip/data/xml/rbnf/is.xml
* /icu4c-76-1-data-zip/data/xml/collation/root.xml
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**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B003B5.RPMAP11A and 03B534B0.TPMAP10A
#

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*

```
# ***************************************************************************
#
# File created by rptp2ucm (compiled on Jan 14 2004)
# from source files 44B00490.RPMAP100 and 049044B0.TPMAP100
#
```

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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 44B0048A.RPMAP100 and 048A44B0.TPMAP100
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-1162_P100-1999.ucm
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# ***************************************************************************
#
# File created by rptp2ucm (compiled on May  9 2007)
# from source files 34B083BA.RPMAP120 and 83BA34B0.TPMAP110
#
```

Found in path(s):
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```

#
file name: nfkc.txt
#
machine-generated by ICU preparseucd.py
#
Data for Unicode NFKC normalization.
This file contains only compatibility decomposition mappings,
plus those canonical decompositions that change from NFC round-trip mappings
to NFKC one-way mappings.
Use this file as the second gennorm2 input file after nfc.txt.

Found in path(s):
* /icu4c-76-1-data-zip/data/unidata/norm2/nfkc.txt
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*
**
#
File created by rptp2ucm (compiled on Oct 27 2003)
from source files 44B00577.RPMAP110 and 057744B0.TPMAP110
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-1399_P110-2003.ucm
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#
file name: nfc.txt
#
machine-generated by ICU preparseucd.py
#
Complete data for Unicode NFC normalization.

Found in path(s):
* /icu4c-76-1-data-zip/data/unidata/norm2/nfc.txt
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# **********************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B0044A.RPMAP100 and 044A34B0.TPMAP100
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-1098_P100-1995.ucm
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# **********************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B004E9.RPMAP100 and 04E934B0.TPMAP100
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-1257_P100-1995.ucm
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# *
# **********************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00364.RPMAP100 and 036434B0.TPMAP100
#
```

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Found in path(s):
* /icu4c-76-1-data-zip/data/misc/icudata.rc
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#
file name: nfkc_scf.txt
#
machine-generated by ICU preparseucd.py
#
This file contains the Unicode NFKC_SCF mappings,
extracted from the UCD file DerivedNormalizationProps.txt,
and reformatted into syntax for the gennorm2 Normalizer2 data generator tool.
Use this file as the third gennorm2 input file after nfc.txt and nfkc.txt.

Found in path(s):
* /icu4c-76-1-data-zip/data/unidata/norm2/nfkc_scf.txt
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#
file: sent_el.txt
#
ICU Sentence Break Rules
See Unicode Standard Annex #29.
These rules are based on UAX #29 Revision 34 for Unicode Version 12.0
#

Found in path(s):
* /icu4c-76-1-data-zip/data/brkitr/rules/sent_el.txt
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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B014E8.RPMAP100 and 14E844B0.TPMAP100
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-5352_P100-1998.ucm
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#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B00477.RPMAP100 and 047744B0.TPMAP100
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-1143_P100-1997.ucm
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Remove \u0307 following soft-dotteds (i, j, and the like), with possible intervening non-230 marks.

Found in path(s):
* /icu4c-76-1-data-zip/data/translit/lt_Upper.txt
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*
**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 34B01394.RPMAP100 and 139434B0.TPMAP100
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-5012_P100-1999.ucm
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**
#
File created by rptp2ucm (compiled on Dec 3 2002)
from source files 44B014E2.RPMAP100 and 14E244B0.TPMAP100
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-5346_P100-1998.ucm
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others. All Rights Reserved.
#
file: line.txt
#
Line Breaking Rules
Implement default line breaking as defined by
Unicode Standard Annex #14 (https://www.unicode.org/reports/tr14/)
for Unicode 14.0, with the following modification:
#
Boundaries between hyphens and following letters are suppressed when
there is a boundary preceding the hyphen. See rule 20.9
#
This corresponds to CSS line-break=strict (BCP47 -u-lb-strict).
It sets characters of class CJ to behave like NS.

Found in path(s):
* /icu4c-76-1-data-zip/data/brkitr/rules/line.txt
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**
*

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# *
# ***************************************************************************
#
# File created on Dec 03 13:49 Pacific Standard Time 2002
#
# File created by genmucm tool.
# from windows 2000 using IMultiLanguage 5.50.4522.1800
#
# Table Version : 1.0
# The 1st column is the Unicode scalar value.
# The 2nd column is the codepage byte sequence.
# The 3rd column is the fallback indicator.
# The fallback indicator can have one of the following values:
#   |0 for exact 1-1 roundtrip mapping
#   |1 for the best fallback codepage byte sequence.
#   |2 for the substitution character
#   |3 for the best reverse
 fallback Unicode scaler value
#
# Encoding description: Thai (Windows)
# Encoding name: windows-874
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/windows-874-2000.ucm
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#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B001A8.RPMAP100 and 01A834B0.TPMAP100
#
```

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# ***************************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00469.RPMAP100 and 046934B0.TPMAP100
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-1129_P100-1997.ucm
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# *
# ***************************************************************************
#
# File created by rptp2ucm (compiled on Dec  3 2002)
# from source files 34B00399.RPMAP100 and 039934B0.TPMAP100
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/ibm-921_P100-1995.ucm
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```

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# *
# ***************************************************************************
```

```
#
# File created on Feb 20 19:59 PST 2003
#
# File created by genmucm tool.
# from macos 10.2 using TECCreateConverter
#
# Table Version : 1.0
# The 1st column is the Unicode scalar value.
# The 2nd column is the codepage byte sequence.
# The 3rd column is the fallback indicator.
# The fallback indicator can have one of the following values:
#   |0 for exact 1-1 roundtrip mapping
#   |1 for the best fallback codepage byte sequence.
#   |2 for the substitution character
#   |3 for the best reverse fallback Unicode scaler value
#
#
 Encoding description:
# Encoding name: macintosh
#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/macos-0_2-10.2.ucm
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// *
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// *
// * This file is manually edited for supporting the tz database name
// * compatibility.
// *
// ***************************************************************************#
```

Found in path(s):
* /icu4c-76-1-data-zip/data/zone/tzdbNames.txt
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#
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#
#  file:  line_loose_cj.txt
#
#       Line Breaking Rules
#       Implement default line breaking as defined by
#       Unicode Standard Annex #14 (https://www.unicode.org/reports/tr14/)
#       for Unicode 14.0, with the following modification:
#
#       Boundaries between hyphens and following letters are suppressed when
#       there is a boundary preceding the hyphen. See rule 20.9
#
#       This tailors the line break behavior to correspond to CSS
#       line-break=loose (BCP47 -u-lb-loose) as defined for Chinese & Japanese.
#       It sets characters of class CJ to behave like ID.
#       In addition, it allows breaks:
#       * between ID and hyphens 2010 & 2013
```

(both BA)
* before 301C, 30A0 (both NS)
* before iteration marks 3005, 303B, 309D, 309E, 30FD, 30FE (all NS)
* between characters of LineBreak class IN such as 2026
* before some centered punct 203C, 2047, 2048, 2049, 30FB, FF1A, FF1B,
FF65 (all NS) and FF01, FF1F (both EX).
* before suffix characters with LineBreak class PO and EastAsianWidth A,F,W;
this includes: 00B0 2030 2032 2033 2035 2103 2109 FE6A FF05 FFE0
* after prefix characters with LineBreak class PR and EastAsianWidth A,F,W;
this includes: 00A4 00B1 20AC 2116 FE69 FF04 FFE1 FFE5 FFE6
It allows breaking before 201C and after 201D, for zh_Hans, zh_Hant, and ja.

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#
```

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# from source files 54B0232D.RXMAP110 and 232D54B0.TXMAP110
#
```

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in path(s):
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DE{"Dútslân"}

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ls{"Tími á frönsku suðurhafssvæðum og Suðurskautslandssvæði"}

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#
file: word_POSIX.txt
#
ICU Word Break Rules, POSIX locale.
See Unicode Standard Annex #29.
These rules are based on UAX #29 Revision 34 for Unicode Version 12.0
#
Note: Updates to word.txt will usually need to be merged into
word_POSIX.txt also.

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#
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#
# file name: nfkc_cf.txt
#
# machine-generated by ICU preparseucd.py
#
# This file contains the Unicode NFKC_CF mappings,
# extracted from the UCD file DerivedNormalizationProps.txt,
# and reformatted into syntax for the gennorm2 Normalizer2 data generator tool.
# Use this file as the third gennorm2 input file after nfc.txt and nfkc.txt.
```

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#
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#
Table Version : 1.01
#

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SI{"an tSlóivéin"}
SK{"an tSlóvaic"}

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#
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#      See Unicode Standard Annex #29.
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#
```

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#
ICU Character Break Rules
These rules are based on the Extended Grapheme Cluster rules from
Unicode UAX #29 Revision 34 for Unicode Version 12.0

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# *
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#
#       Name:    Unicode to ISO-IR-165 table
#       Date:    Wed 30 Aug,2000
#       Author:  Raghuram Viswanadha, IBM
#
#       General notes:
#       This table contains the data on how Unicode characters map into
#       P.R.China standards.  This table was originally based on "CJKXRef.text"
#       by John H. Jenkins <John_Jenkins@taligent.com> and Uni2GB.txt by
#       Koichi Yasuoka <yasuoka@kudpc.kyoto-u.ac.jp>.
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#
File created on Dec 03 13:49 Pacific Standard Time 2002

#
File created by genmucm tool.
from windows 2000 using IMultiLanguage 5.50.4522.1800
#
Table Version : 1.0
The 1st column is the Unicode scalar value.
The 2nd column is the codepage byte sequence.
The 3rd column is the fallback indicator.
The fallback indicator can have one of the following values:
|0 for exact 1-1 roundtrip mapping
|1 for the best fallback codepage byte sequence.
|2 for the substitution character
|3 for the best reverse
 fallback Unicode scaler value
#
Encoding description: Korean
Encoding name: ks_c_5601-1987
#

Found in path(s):
* /icu4c-76-1-data-zip/data/mappings/windows-949-2000.ucm

1.776 libcamera-ipa 0.5.1-r0

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Linus Torvalds

1.777 python-certifi 2025.07.14

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This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt
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can be directly used with curl / libcurl / php_curl, or with
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Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.778 busybox 1.37.0-r19

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Julian Seward, Cambridge, UK.
jseward@bzip.org

bzip2/libbzip2 version 1.0.4 of 20 December 2006
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```
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under certain conditions; type `show c' for details.
```

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

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1.779 ca-certificates 20250619-r0

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```
#!/usr/bin/env perl
# ***************************************************************************
# *                                  _   _ ____  _
# *  Project                     ___| | | |  _ \| |
# *                             / __| | | | |_) | |
# *                            | (__| |_| |  _ <| |___
# *                             \___|\___/|_| \_\_____|
# *
# * Copyright (C) Daniel Stenberg, <daniel@haxx.se>, et al.
# *
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```

* are also available at https://curl.se/docs/copyright.html.
*
* You may opt to use, copy, modify, merge, publish, distribute and/or sell
* copies of the Software, and permit persons to whom the Software is
* furnished to do so, under the terms of the COPYING file.
*
* This software is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY
#
 * KIND, either express or implied.
*
* SPDX-License-Identifier: curl
*
***
This Perl script creates a fresh ca-bundle.crt file for use with libcurl.
It downloads certdata.txt from Mozilla's source tree (see URL below),
then parses certdata.txt and extracts CA Root Certificates into PEM format.
These are then processed with the OpenSSL commandline tool to produce the
final ca-bundle.crt file.
The script is based on the parse-certs script written by Roland Krikava.
This Perl script works on almost any platform since its only external
dependency is the OpenSSL commandline tool for optional text listing.
Hacked by Guenter Knauf.
#

Found in path(s):
* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/mk-ca-bundle.pl
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/* c_rehash.c - Create hash symlinks for certificates
* C implementation based on the original Perl and shell versions
*
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* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/certdata.txt

1.780 ca-certificates-bundle 20250619-r0

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```
#!/usr/bin/env perl
# ***************************************************************************
# *                                  _   _ ____  _
# *  Project                     ___| | | |  _ \| |
# *                             / __| | | | |_) | |
# *                            | (__| |_| |  _ <| |___
# *                             \___|\___/|_| \_\_____|
# *
# * Copyright (C) Daniel Stenberg, <daniel@haxx.se>, et al.
# *
# * This software is licensed as described in the file COPYING, which
# * you should have received as part of this distribution. The terms
# * are also available at https://curl.se/docs/copyright.html.
# *
# * You may opt to use, copy, modify, merge, publish, distribute and/or sell
# * copies of the Software, and permit persons to whom the Software is
# * furnished to do so, under the terms of the COPYING file.
# *
# * This software is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY
#
 * KIND, either express or implied.
# *
# * SPDX-License-Identifier: curl
# *
# ***************************************************************************
# This Perl script creates a fresh ca-bundle.crt file for use with libcurl.
# It downloads certdata.txt from Mozilla's source tree (see URL below),
# then parses certdata.txt and extracts CA Root Certificates into PEM format.
# These are then processed with the OpenSSL commandline tool to produce the
```

final ca-bundle.crt file.
The script is based on the parse-certs script written by Roland Krikava.
This Perl script works on almost any platform since its only external
dependency is the OpenSSL commandline tool for optional text listing.
Hacked by Guenter Knauf.
#

Found in path(s):
* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/mk-ca-bundle.pl
No license file was found, but licenses were detected in source scan.

/* c_rehash.c - Create hash symlinks for certificates
* C implementation based on the original Perl and shell versions
*
* Copyright (c) 2013-2014 Timo Teräs <timo.teras@iki.fi>
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1.781 alpine-base 3.22.1-r0

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pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"

```
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests
```

```
build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
```

```
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

mini_sendmail - accept email on behalf of real sendmail

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SUCH DAMAGE.
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
```

```
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
```

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

```
package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

/*
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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
```

```
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/
```

```
/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
```

```
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)
```

```
/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
```

```
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)
```

```
#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
```

```
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
    (var) != SIMPLEQ_END(head);     \
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
    (var) != SIMPLEQ_END(head) &&    \
    ((next = ((var)->field.sqe_next)), 1);   \
    (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)      \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {      \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }
```

```
#define _TAILQ_ENTRY(type, qual)    \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head);    \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head) &&    \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head);    \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head) &&    \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&    \
```

```
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)
```

```
#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
             (elm2)->field.tqe_next->field.tqe_prev =  \
                &(elm2)->field.tqe_next;    \
```

```
        else    \
                (head)->tqh_last = &(elm2)->field.tqe_next;  \
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
        *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
```

```
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
```

```
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :      \
       ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}
```

```
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }
```

```
#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
```

```
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
```

```
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
```

```
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
* All rights reserved.
*
```

```
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
```

```
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
```

```
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *        \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {        \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else       \
      return ((head)->sph_root);    \
   }        \
   (head)->sph_root = (elm);      \
```

```
  return (NULL);      \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;     \
 if (SPLAY_EMPTY(head))     \
  return (NULL);     \
 name##_SPLAY(head, elm);    \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {     \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }      \
  return (elm);     \
 }       \
 return (NULL);      \
}       \
       \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{       \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;      \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;    \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {    \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;    \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }     \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
```

```
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/         \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
```

```
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {       \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
```

```
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
```

```
 else       \
  RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
 (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{        \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
```

```
   RB_COLOR(tmp, field) = RB_BLACK; \
   RB_SET_BLACKRED(parent, gparent, field);\
   elm = gparent;    \
   continue;    \
  }      \
  if (RB_RIGHT(parent, field) == elm) {  \
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   tmp = parent;    \
   parent = elm;    \
   elm = tmp;    \
  }      \
  RB_SET_BLACKRED(parent, gparent, field); \
  RB_ROTATE_RIGHT(head, gparent, tmp, field); \
 } else {      \
  tmp = RB_LEFT(gparent, field);   \
  if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
   RB_COLOR(tmp, field) = RB_BLACK; \
   RB_SET_BLACKRED(parent, gparent, field);\
   elm = gparent;    \
   continue;    \
  }      \
  if (RB_LEFT(parent, field) == elm)
 {  \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp = parent;    \
   parent = elm;    \
   elm = tmp;    \
  }      \
  RB_SET_BLACKRED(parent, gparent, field); \
  RB_ROTATE_LEFT(head, gparent, tmp, field); \
 }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
```

```
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_RIGHT(tmp, field) == NULL || \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft;  \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
```

```
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}        \
if
(elm)       \
 RB_COLOR(elm, field) = RB_BLACK;   \
}        \
       \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
```

```
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
   RB_PARENT(RB_RIGHT(old, field), field) = elm; \
  if (parent) {      \
   left = parent;     \
   do {      \
    RB_AUGMENT(left);   \
   } while ((left = RB_PARENT(left, field)) != NULL); \
  }       \
  goto color;      \
 }        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
```

```
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
```

```
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }        \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
```

```
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))
```

```
#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
```

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1.782 commons-lang3 3.18.0

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1.783 xml-crypto 2.1.6

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1.784 llvm20-libs 20.1.8-r0

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; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=aarch64-- | FileCheck %s

; A shuffle mask with all undef elements is always legal.

define <4 x i32> @PR41535(<2 x i32> %p1, <2 x i32> %p2) {
; CHECK-LABEL: PR41535:
; CHECK: // %bb.0:
; CHECK-NEXT: ext v0.8b, v0.8b, v1.8b, #4
; CHECK-NEXT: mov v0.d[1], v0.d[0]
; CHECK-NEXT: ret
 %cat1 = shufflevector <2 x i32> %p1, <2 x i32> undef, <4 x i32> <i32 undef, i32 1, i32 undef, i32 undef>
 %cat2 = shufflevector <2 x i32> %p2, <2 x i32> undef, <4 x i32> <i32 0, i32 undef, i32 undef, i32 undef>
 %r = shufflevector <4 x i32> %cat1, <4 x i32> %cat2, <4 x i32> <i32 undef, i32 undef, i32 1, i32 4>
 ret <4 x i32> %r

```
}
; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --include-generated-funcs
; RUN: opt -S -passes=verify,iroutliner -ir-outlining-no-cost < %s | FileCheck %s
; RUN: opt -S -passes=verify,iroutliner -ir-outlining-no-cost < %s --try-experimental-debuginfo-iterators | FileCheck %s

; This test checks that debug info is recognized as able to be extracted along
; with the other instructions, but is not included in the consolidated function.

define void @function1() !dbg !6 {
entry:
 %a = alloca i32, align 4, !dbg !17
 call void @llvm.dbg.value(metadata ptr %a, metadata !9, metadata !DIExpression()), !dbg !17
 %b = alloca i32, align 4, !dbg !18
 call void @llvm.dbg.value(metadata ptr %b, metadata !11, metadata !DIExpression()), !dbg !18
 %c = alloca i32, align 4, !dbg !19
 call void @llvm.dbg.value(metadata ptr %c, metadata !12, metadata !DIExpression()), !dbg !19
 store i32 2, ptr %a, align 4, !dbg !20
 store i32 3, ptr %b, align 4, !dbg !21
 store
 i32 4, ptr %c, align 4, !dbg !22
 %al = load i32, ptr %a, align 4, !dbg !23
 call void @llvm.dbg.value(metadata i32 %al, metadata !13, metadata !DIExpression()), !dbg !23
 %bl = load i32, ptr %b, align 4, !dbg !24
 call void @llvm.dbg.value(metadata i32 %bl, metadata !15, metadata !DIExpression()), !dbg !24
 %cl = load i32, ptr %c, align 4, !dbg !25
 call void @llvm.dbg.value(metadata i32 %cl, metadata !16, metadata !DIExpression()), !dbg !25
 ret void, !dbg !26
}

define void @function2() !dbg !27 {
entry:
 %a = alloca i32, align 4, !dbg !35
 call void @llvm.dbg.value(metadata ptr %a, metadata !29, metadata !DIExpression()), !dbg !35
 %b = alloca i32, align 4, !dbg !36
 call void @llvm.dbg.value(metadata ptr %b, metadata !30, metadata !DIExpression()), !dbg !36
 %c = alloca i32, align 4, !dbg !37
 call void @llvm.dbg.value(metadata ptr %c, metadata !31, metadata !DIExpression()), !dbg !37
 store i32 2, ptr %a, align 4, !dbg !38
 store i32 3, ptr %b, align 4, !dbg !39
  store i32 4, ptr %c, align 4, !dbg !40
 %al = load i32, ptr %a, align 4, !dbg !41
 call void @llvm.dbg.value(metadata i32 %al, metadata !32, metadata !DIExpression()), !dbg !41
 %bl = load i32, ptr %b, align 4, !dbg !42
 call void @llvm.dbg.value(metadata i32 %bl, metadata !33, metadata !DIExpression()), !dbg !42
 %cl = load i32, ptr %c, align 4, !dbg !43
 call void @llvm.dbg.value(metadata i32 %cl, metadata !34, metadata !DIExpression()), !dbg !43
```

```
 ret void, !dbg !44
}


; Function Attrs: nounwind readnone speculatable willreturn
declare void @llvm.dbg.value(metadata, metadata, metadata) #0

attributes #0 = { nounwind readnone speculatable willreturn }

!llvm.dbg.cu = !{!0}
!llvm.debugify = !{!3, !4}
!llvm.module.flags = !{!5}

!0 = distinct !DICompileUnit(language: DW_LANG_C, file: !1, producer: "debugify", isOptimized: true,
runtimeVersion: 0, emissionKind: FullDebug, enums: !2)
!1 = !DIFile(filename: "legal-debug.ll", directory: "/")
!2 = !{}
!3 = !{i32 20}
!4 = !{i32 12}
!5
 = !{i32 2, !"Debug Info Version", i32 3}
!6 = distinct !DISubprogram(name: "function1", linkageName: "function1", scope: null, file: !1, line: 1, type: !7,
scopeLine: 1, spFlags: DISPFlagDefinition | DISPFlagOptimized, unit: !0, retainedNodes: !8)
!7 = !DISubroutineType(types: !2)
!8 = !{!9, !11, !12, !13, !15, !16}
!9 = !DILocalVariable(name: "1", scope: !6, file: !1, line: 1, type: !10)
!10 = !DIBasicType(name: "ty64", size: 64, encoding: DW_ATE_unsigned)
!11 = !DILocalVariable(name: "2", scope: !6, file: !1, line: 2, type: !10)
!12 = !DILocalVariable(name: "3", scope: !6, file: !1, line: 3, type: !10)
!13 = !DILocalVariable(name: "4", scope: !6, file: !1, line: 7, type: !14)
!14 = !DIBasicType(name: "ty32", size: 32, encoding: DW_ATE_unsigned)
!15 = !DILocalVariable(name: "5", scope: !6, file: !1, line: 8, type: !14)
!16 = !DILocalVariable(name: "6", scope: !6, file: !1, line: 9, type: !14)
!17 = !DILocation(line: 1, column: 1, scope: !6)
!18 = !DILocation(line: 2, column: 1, scope:
 !6)
!19 = !DILocation(line: 3, column: 1, scope: !6)
!20 = !DILocation(line: 4, column: 1, scope: !6)
!21 = !DILocation(line: 5, column: 1, scope: !6)
!22 = !DILocation(line: 6, column: 1, scope: !6)
!23 = !DILocation(line: 7, column: 1, scope: !6)
!24 = !DILocation(line: 8, column: 1, scope: !6)
!25 = !DILocation(line: 9, column: 1, scope: !6)
!26 = !DILocation(line: 10, column: 1, scope: !6)
!27 = distinct !DISubprogram(name: "function2", linkageName: "function2", scope: null, file: !1, line: 11, type: !7,
scopeLine: 11, spFlags: DISPFlagDefinition | DISPFlagOptimized, unit: !0, retainedNodes: !28)
!28 = !{!29, !30, !31, !32, !33, !34}
!29 = !DILocalVariable(name: "7", scope: !27, file: !1, line: 11, type: !10)
```

```
!30 = !DILocalVariable(name: "8", scope: !27, file: !1, line: 12, type: !10)
!31 = !DILocalVariable(name: "9", scope: !27, file: !1, line: 13, type: !10)
!32 = !DILocalVariable(name: "10", scope: !27, file: !1, line: 17, type: !14)
!33 = !DILocalVariable(name: "11", scope:
 !27, file: !1, line: 18, type: !14)
!34 = !DILocalVariable(name: "12", scope: !27, file: !1, line: 19, type: !14)
!35 = !DILocation(line: 11, column: 1, scope: !27)
!36 = !DILocation(line: 12, column: 1, scope: !27)
!37 = !DILocation(line: 13, column: 1, scope: !27)
!38 = !DILocation(line: 14, column: 1, scope: !27)
!39 = !DILocation(line: 15, column: 1, scope: !27)
!40 = !DILocation(line: 16, column: 1, scope: !27)
!41 = !DILocation(line: 17, column: 1, scope: !27)
!42 = !DILocation(line: 18, column: 1, scope: !27)
!43 = !DILocation(line: 19, column: 1, scope: !27)
!44 = !DILocation(line: 20, column: 1, scope: !27)
; CHECK-LABEL: @function1(
; CHECK-NEXT:  entry:
; CHECK-NEXT:    [[A:%.*]] = alloca i32, align 4, !dbg [[DBG17:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[A]], [[META9:![0-9]+]], !DIExpression(), [[DBG17]])
; CHECK-NEXT:    [[B:%.*]] = alloca i32, align 4, !dbg [[DBG18:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[B]], [[META11:![0-9]+]], !DIExpression(), [[DBG18]])
; CHECK-NEXT:
   [[C:%.*]] = alloca i32, align 4, !dbg [[DBG19:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[C]], [[META12:![0-9]+]], !DIExpression(), [[DBG19]])
; CHECK-NEXT:    call void @outlined_ir_func_0(ptr [[A]], ptr [[B]], ptr [[C]]), !dbg [[DBG20:![0-9]+]]
; CHECK-NEXT:    ret void, !dbg [[DBG21:![0-9]+]]
;
;
; CHECK-LABEL: @function2(
; CHECK-NEXT:  entry:
; CHECK-NEXT:    [[A:%.*]] = alloca i32, align 4, !dbg [[DBG30:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[A]], [[META24:![0-9]+]], !DIExpression(), [[DBG30]])
; CHECK-NEXT:    [[B:%.*]] = alloca i32, align 4, !dbg [[DBG31:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[B]], [[META25:![0-9]+]], !DIExpression(), [[DBG31]])
; CHECK-NEXT:    [[C:%.*]] = alloca i32, align 4, !dbg [[DBG32:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[C]], [[META26:![0-9]+]], !DIExpression(), [[DBG32]])
; CHECK-NEXT:    call void @outlined_ir_func_0(ptr [[A]], ptr [[B]], ptr [[C]]), !dbg [[DBG33:![0-9]+]]
; CHECK-NEXT:    ret void, !dbg [[DBG34:![0-9]+]]
;
;
;
 CHECK-LABEL: define {{.+}} @outlined_ir_func_0(
; CHECK-NEXT:  newFuncRoot:
; CHECK-NEXT:    br label [[ENTRY_TO_OUTLINE:%.*]]
; CHECK:       entry_to_outline:
; CHECK-NEXT:    store i32 2, ptr [[TMP0:%.*]], align 4
; CHECK-NEXT:    store i32 3, ptr [[TMP1:%.*]], align 4
```

```
; CHECK-NEXT:    store i32 4, ptr [[TMP2:%.*]], align 4
; CHECK-NEXT:    [[AL:%.*]] = load i32, ptr [[TMP0]], align 4
; CHECK-NEXT:    [[BL:%.*]] = load i32, ptr [[TMP1]], align 4
; CHECK-NEXT:    [[CL:%.*]] = load i32, ptr [[TMP2]], align 4
; CHECK-NEXT:    br label [[ENTRY_AFTER_OUTLINE_EXITSTUB:%.*]]
; CHECK:       entry_after_outline.exitStub:
; CHECK-NEXT:    ret void
;
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc -mtriple=amdgcn -mcpu=fiji < %s | FileCheck -enable-var-scope --check-prefixes=GCN,GCN-SAFE,VI,VI-SAFE %s
; RUN: llc -enable-no-signed-zeros-fp-math -mtriple=amdgcn -mcpu=fiji < %s | FileCheck -enable-var-scope --check-prefixes=GCN,GCN-NSZ,VI,VI-NSZ %s

; ----------------------------------------------------------------------------
; rcp tests
; ----------------------------------------------------------------------------

define half @v_fneg_rcp_f16(half %a) #0 {
; GCN-LABEL: v_fneg_rcp_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_rcp_f16_e64 v0, -v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %rcp = call half @llvm.amdgcn.rcp.f16(half %a)
 %fneg = fneg half %rcp
 ret half %fneg
}

define half @v_fneg_rcp_fneg_f16(half %a) #0 {
; GCN-LABEL: v_fneg_rcp_fneg_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:
   v_rcp_f16_e32 v0, v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %fneg.a = fneg half %a
 %rcp = call half @llvm.amdgcn.rcp.f16(half %fneg.a)
 %fneg = fneg half %rcp
 ret half %fneg
}

define { half, half } @v_fneg_rcp_store_use_fneg_f16(half %a) #0 {
; GCN-LABEL: v_fneg_rcp_store_use_fneg_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_rcp_f16_e32 v2, v0
; GCN-NEXT:    v_xor_b32_e32 v1, 0x8000, v0
```

```
; GCN-NEXT:    v_mov_b32_e32 v0, v2
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %fneg.a = fneg half %a
 %rcp = call half @llvm.amdgcn.rcp.f16(half %fneg.a)
 %fneg = fneg half %rcp
 %insert.0 = insertvalue { half, half } poison, half %fneg, 0
 %insert.1 = insertvalue { half, half } %insert.0, half %fneg.a, 1
 ret { half, half } %insert.1
}

define { half, half } @v_fneg_rcp_multi_use_fneg_f16(half %a, half %c) #0 {
; GCN-LABEL: v_fneg_rcp_multi_use_fneg_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:
    v_rcp_f16_e32 v2, v0
; GCN-NEXT:    v_mul_f16_e64 v1, -v0, v1
; GCN-NEXT:    v_mov_b32_e32 v0, v2
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %fneg.a = fneg half %a
 %rcp = call half @llvm.amdgcn.rcp.f16(half %fneg.a)
 %fneg = fneg half %rcp
 %use1 = fmul half %fneg.a, %c
 %insert.0 = insertvalue { half, half } poison, half %fneg, 0
 %insert.1 = insertvalue { half, half } %insert.0, half %use1, 1
 ret { half, half } %insert.1
}

; ---------------------------------------------------------------------------
; sin tests
; ---------------------------------------------------------------------------

define half @v_fneg_amdgcn_sin_f16(half %a) #0 {
; GCN-LABEL: v_fneg_amdgcn_sin_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_sin_f16_e64 v0, -v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %sin = call half @llvm.amdgcn.sin.f16(half %a)
 %fneg = fneg half %sin
 ret half %fneg
}

; ---------------------------------------------------------------------------
;
 vintrp tests
; ---------------------------------------------------------------------------
```

```
define { float, float } @v_fneg_interp_p1_f16(float %a, float %b) #0 {
; GCN-LABEL: v_fneg_interp_p1_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_mul_f32_e64 v1, v0, -v1
; GCN-NEXT:    s_mov_b32 m0, 0
; GCN-NEXT:    s_setreg_imm32_b32 hwreg(HW_REG_MODE, 2, 2), 3
; GCN-NEXT:    v_interp_p1ll_f16 v0, v1, attr0.x
; GCN-NEXT:    v_interp_p1ll_f16 v1, v1, attr0.y
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %mul = fmul float %a, %b
 %fneg = fneg float %mul
 %intrp0 = call float @llvm.amdgcn.interp.p1.f16(float %fneg, i32 0, i32 0, i1 false, i32 0)
 %intrp1 = call float @llvm.amdgcn.interp.p1.f16(float %fneg, i32 1, i32 0, i1 false, i32 0)
 %insert.0 = insertvalue { float, float } poison, float %intrp0, 0
 %insert.1 = insertvalue { float, float } %insert.0, float %intrp1, 1
 ret { float, float } %insert.1
}

define
 { half, half } @v_fneg_interp_p2_f16(float %a, float %b) #0 {
; GCN-LABEL: v_fneg_interp_p2_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_mul_f32_e64 v1, v0, -v1
; GCN-NEXT:    v_mov_b32_e32 v2, 4.0
; GCN-NEXT:    s_mov_b32 m0, 0
; GCN-NEXT:    s_setreg_imm32_b32 hwreg(HW_REG_MODE, 2, 2), 3
; GCN-NEXT:    v_interp_p2_f16 v0, v1, attr0.x, v2
; GCN-NEXT:    v_interp_p2_f16 v1, v1, attr0.y, v2
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %mul = fmul float %a, %b
 %fneg = fneg float %mul
 %intrp0 = call half @llvm.amdgcn.interp.p2.f16(float 4.0, float %fneg, i32 0, i32 0, i1 false, i32 0)
 %intrp1 = call half @llvm.amdgcn.interp.p2.f16(float 4.0, float %fneg, i32 1, i32 0, i1 false, i32 0)
 %insert.0 = insertvalue { half, half } poison, half %intrp0, 0
 %insert.1 = insertvalue { half, half } %insert.0, half %intrp1, 1
 ret { half, half } %insert.1
}

; ---------------------------------------------------------------------------
;
 arithmetic.fence tests
; ---------------------------------------------------------------------------

; FIXME: Legalization/promote is broken
define half @v_fneg_arithmetic_fence_f16(half %a) #0 {
; GCN-LABEL: v_fneg_arithmetic_fence_f16:
```

```
; GCN:       ; %bb.0:
; GCN-NEXT:    ;ARITH_FENCE
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_xor_b32_e32 v0, 0x8000, v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %fence = call half @llvm.arithmetic.fence.f16(half %a)
 %fneg = fneg half %fence
 ret half %fneg
}

define half @v_fneg_arithmetic_fence_fmul_f16(half %a, half %b) #0 {
; GCN-LABEL: v_fneg_arithmetic_fence_fmul_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_mul_f16_e32 v0, v0, v1
; GCN-NEXT:    ;ARITH_FENCE
; GCN-NEXT:    v_xor_b32_e32 v0, 0x8000, v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %mul = fmul half %a, %b
 %fence = call half @llvm.arithmetic.fence.f16(half %mul)
 %fneg = fneg half %fence
 ret half
 %fneg
}

declare half @llvm.amdgcn.rcp.f16(half) #1
declare half @llvm.amdgcn.sin.f16(half) #1
declare half @llvm.arithmetic.fence.f16(half) #1
declare float @llvm.amdgcn.interp.p1.f16(float, i32, i32, i1, i32) #0
declare half @llvm.amdgcn.interp.p2.f16(float, float, i32, i32, i1, i32) #0

attributes #0 = { nounwind "denormal-fp-math-f32"="preserve-sign,preserve-sign" }
attributes #1 = { nounwind readnone }
attributes #2 = { nounwind "unsafe-fp-math"="true" }
attributes #3 = { nounwind "no-signed-zeros-fp-math"="true" }
attributes #4 = { nounwind "amdgpu-ieee"="false" "denormal-fp-math-f32"="preserve-sign,preserve-sign" }
;; NOTE: These prefixes are unused and the list is autogenerated. Do not add tests below this line:
; GCN-NSZ: {{.*}}
; GCN-SAFE: {{.*}}
; VI: {{.*}}
; VI-NSZ: {{.*}}
; VI-SAFE: {{.*}}
```

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```
; RUN: opt -passes=consthoist -S -o - %s | FileCheck %s
target datalayout = "e-m:e-p:32:32-i64:64-v128:64:128-a:0:32-n32-S64"
target triple = "thumbv6m-none--musleabi"

; Check that for i8 type, the maximum legal offset is 31.
; Also check that an constant used as value to be stored rather than
; pointer in a store instruction is hoisted.
; CHECK: foo_i8
; CHECK-DAG:  %[[C1:const[0-9]?]] = bitcast i32 805874720 to i32
; CHECK-DAG:  %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK-DAG:  %[[C3:const[0-9]?]] = bitcast i32 805873720 to i32
; CHECK-DAG:  %[[C4:const[0-9]?]] = bitcast i32 805873688 to i32
; CHECK:  %0 = inttoptr i32 %[[C2]] to ptr
; CHECK-NEXT:  %1 = load volatile i8, ptr %0
; CHECK-NEXT:  %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT:  %2 = inttoptr i32 %[[M1]] to ptr
; CHECK-NEXT:  %3 = load volatile i8, ptr %2
; CHECK-NEXT:  %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 31
; CHECK-NEXT:  %4 = inttoptr i32 %[[M2]] to ptr
; CHECK-NEXT:  %5 = load volatile
 i8, ptr %4
; CHECK-NEXT:  %6 = inttoptr i32 %[[C1]] to ptr
; CHECK-NEXT:  %7 = load volatile i8, ptr %6
; CHECK-NEXT:  %[[M3:const_mat[0-9]?]] = add i32 %[[C1]], 7
; CHECK-NEXT:  %8 = inttoptr i32 %[[M3]] to ptr
; CHECK-NEXT:  %9 = load volatile i8, ptr %8
; CHECK-NEXT:  %10 = inttoptr i32 %[[C4]] to ptr
; CHECK-NEXT:  store i8 %9, ptr %10
```

```
; CHECK-NEXT:  %[[M4:const_mat[0-9]?]] = add i32 %[[C4]], 31
; CHECK-NEXT:  %11 = inttoptr i32 %[[M4]] to ptr
; CHECK-NEXT:  store i8 %7, ptr %11
; CHECK-NEXT:  %12 = inttoptr i32 %[[C3]] to ptr
; CHECK-NEXT:  store i8 %5, ptr %12
; CHECK-NEXT:  %[[M5:const_mat[0-9]?]] = add i32 %[[C3]], 7
; CHECK-NEXT:  %13 = inttoptr i32 %[[M5]] to ptr
; CHECK-NEXT:  store i8 %3, ptr %13
; CHECK-NEXT:  %[[M6:const_mat[0-9]?]] = add i32 %[[C1]], 80
; CHECK-NEXT:  %14 = inttoptr i32 %[[M6]] to ptr
; CHECK-NEXT:  store ptr %14, ptr @goo

@goo = global ptr undef

define void @foo_i8() {
entry:
 %0 = load volatile i8, ptr inttoptr (i32 805874688 to ptr)
 %1 = load volatile
 i8, ptr inttoptr (i32 805874692 to ptr)
 %2 = load volatile i8, ptr inttoptr (i32 805874719 to ptr)
 %3 = load volatile i8, ptr inttoptr (i32 805874720 to ptr)
 %4 = load volatile i8, ptr inttoptr (i32 805874727 to ptr)
 store i8 %4, ptr inttoptr(i32 805873688 to ptr)
 store i8 %3, ptr inttoptr(i32 805873719 to ptr)
 store i8 %2, ptr inttoptr(i32 805873720 to ptr)
 store i8 %1, ptr inttoptr(i32 805873727 to ptr)
 store ptr inttoptr(i32 805874800 to ptr), ptr @goo
 ret void
}

; Check that for i16 type, the maximum legal offset is 62.
; CHECK: foo_i16
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874752 to i32
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to ptr
; CHECK-NEXT: %1 = load volatile i16, ptr %0, align 2
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to ptr
; CHECK-NEXT: %3 = load volatile i16, ptr %2, align 2
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add
 i32 %[[C2]], 32
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to ptr
; CHECK-NEXT: %5 = load volatile i16, ptr %4, align 2
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C2]], 62
; CHECK-NEXT: %6 = inttoptr i32 %[[M3]] to ptr
; CHECK-NEXT: %7 = load volatile i16, ptr %6, align 2
; CHECK-NEXT: %8 = inttoptr i32 %[[C1]] to ptr
; CHECK-NEXT: %9 = load volatile i16, ptr %8, align 2
```

```
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C1]], 22
; CHECK-NEXT: %10 = inttoptr i32 %[[M4]] to ptr
; CHECK-NEXT: %11 = load volatile i16, ptr %10, align 2

define void @foo_i16() {
entry:
 %0 = load volatile i16, ptr inttoptr (i32 805874688 to ptr), align 2
 %1 = load volatile i16, ptr inttoptr (i32 805874692 to ptr), align 2
 %2 = load volatile i16, ptr inttoptr (i32 805874720 to ptr), align 2
 %3 = load volatile i16, ptr inttoptr (i32 805874750 to ptr), align 2
 %4 = load volatile i16, ptr inttoptr (i32 805874752 to ptr), align 2
 %5 = load volatile i16, ptr inttoptr (i32 805874774 to ptr), align
 2
 ret void
}

; Check that for i32 type, the maximum legal offset is 124.
; CHECK: foo_i32
; CHECK-DAG:  %[[C1:const[0-9]?]] = bitcast i32 805874816 to i32
; CHECK-DAG:  %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK:  %0 = inttoptr i32 %[[C2]] to ptr
; CHECK-NEXT:  %1 = load volatile i32, ptr %0, align 4
; CHECK-NEXT:  %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT:  %2 = inttoptr i32 %[[M1]] to ptr
; CHECK-NEXT:  %3 = load volatile i32, ptr %2, align 4
; CHECK-NEXT:  %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 124
; CHECK-NEXT:  %4 = inttoptr i32 %[[M2]] to ptr
; CHECK-NEXT:  %5 = load volatile i32, ptr %4, align 4
; CHECK-NEXT:  %6 = inttoptr i32 %[[C1]] to ptr
; CHECK-NEXT:  %7 = load volatile i32, ptr %6, align 4
; CHECK-NEXT:  %[[M3:const_mat[0-9]?]] = add i32 %[[C1]], 8
; CHECK-NEXT:  %8 = inttoptr i32 %[[M3]] to ptr
; CHECK-NEXT:  %9 = load volatile i32, ptr %8, align 4
; CHECK-NEXT:  %[[M4:const_mat[0-9]?]] = add i32 %[[C1]], 12
; CHECK-NEXT:  %10 = inttoptr
 i32 %[[M4]] to ptr
; CHECK-NEXT:  %11 = load volatile i32, ptr %10, align 4

define void @foo_i32() {
entry:
 %0 = load volatile i32, ptr inttoptr (i32 805874688 to ptr), align 4
 %1 = load volatile i32, ptr inttoptr (i32 805874692 to ptr), align 4
 %2 = load volatile i32, ptr inttoptr (i32 805874812 to ptr), align 4
 %3 = load volatile i32, ptr inttoptr (i32 805874816 to ptr), align 4
 %4 = load volatile i32, ptr inttoptr (i32 805874824 to ptr), align 4
 %5 = load volatile i32, ptr inttoptr (i32 805874828 to ptr), align 4
 ret void
}
```

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; RUN: opt %s -passes=inline -S | FileCheck %s

define internal void @innerSmall() "min-legal-vector-width"="128" {
 ret void
}

define internal void @innerLarge() "min-legal-vector-width"="512" {
 ret void
}

define internal void @innerNoAttribute() {
 ret void
}

; We should not add an attribute during inlining. No attribute means unknown.
; Inlining doesn't change the fact that we don't know anything about this
; function.
define void @outerNoAttribute() {
 call void @innerLarge()

```
 ret void
}

define void @outerConflictingAttributeSmall() "min-legal-vector-width"="128" {
 call void @innerLarge()
 ret void
}

define void @outerConflictingAttributeLarge() "min-legal-vector-width"="512" {
 call void @innerSmall()
 ret void
}

; We should remove the attribute after inlining since the callee's
; vector width requirements are unknown.
define void @outerAttribute() "min-legal-vector-width"="128" {
 call void @innerNoAttribute()
 ret void
}

; CHECK: define void @outerNoAttribute()
 {
; CHECK: define void @outerConflictingAttributeSmall() #0
; CHECK: define void @outerConflictingAttributeLarge() #0
; CHECK: define void @outerAttribute() {
; CHECK: attributes #0 = { "min-legal-vector-width"="512" }
; RUN: opt -mtriple=aarch64-linux-gnu -mattr=+sve -passes=scalarize-masked-mem-intrin -S < %s | FileCheck %s

; Testing that masked scatters operating on scalable vectors that are
; packed in SVE registers are not scalarized.

; CHECK-LABEL: @masked_scatter_nxv4i32(
; CHECK: call void @llvm.masked.scatter.nxv4i32
define void @masked_scatter_nxv4i32(<vscale x 4 x i32> %data, <vscale x 4 x ptr> %ptrs, <vscale x 4 x i1>
%masks) {
 call void @llvm.masked.scatter.nxv4i32(<vscale x 4 x i32> %data, <vscale x 4 x ptr> %ptrs, i32 0, <vscale x 4 x
i1> %masks)
 ret void
}

; Testing that masked scatters operating on scalable vectors of FP
; data that is packed in SVE registers are not scalarized.

; CHECK-LABEL: @masked_scatter_nxv2f64(
; CHECK: call void @llvm.masked.scatter.nxv2f64
define void @masked_scatter_nxv2f64(<vscale x 2 x double> %data, <vscale x 2 x ptr> %ptrs, <vscale x 2 x i1>
%masks) {
 call void @llvm.masked.scatter.nxv2f64(<vscale x 2 x double> %data, <vscale x 2 x ptr> %ptrs,
```

```
 i32 0, <vscale x 2 x i1> %masks)
 ret void
}

; Testing that masked scatters operating on scalable vectors of FP
; data that is unpacked in SVE registers are not scalarized.

; CHECK-LABEL: @masked_scatter_nxv2f16(
; CHECK: call void @llvm.masked.scatter.nxv2f16
define void @masked_scatter_nxv2f16(<vscale x 2 x half> %data, <vscale x 2 x ptr> %ptrs, <vscale x 2 x i1>
%masks) {
 call void @llvm.masked.scatter.nxv2f16(<vscale x 2 x half> %data, <vscale x 2 x ptr> %ptrs, i32 0, <vscale x 2 x
i1> %masks)
 ret void
}

; Testing that masked scatters operating on 64-bit fixed vectors are
; scalarized because NEON doesn't have support for masked scatter
; instructions.

; CHECK-LABEL: @masked_scatter_v2f32(
; CHECK-NOT: @llvm.masked.scatter.v2f32(
define void @masked_scatter_v2f32(<2 x float> %data, <2 x ptr> %ptrs, <2 x i1> %masks) {
 call void @llvm.masked.scatter.v2f32(<2 x float> %data, <2 x ptr> %ptrs, i32 0, <2 x i1> %masks)
 ret void
}

; Testing that masked scatters operating on 128-bit
 fixed vectors are
; scalarized because NEON doesn't have support for masked scatter
; instructions and because we are not targeting fixed width SVE.

; CHECK-LABEL: @masked_scatter_v4i32(
; CHECK-NOT: @llvm.masked.scatter.v4i32(
define void @masked_scatter_v4i32(<4 x i32> %data, <4 x ptr> %ptrs, <4 x i1> %masks) {
 call void @llvm.masked.scatter.v4i32(<4 x i32> %data, <4 x ptr> %ptrs, i32 0, <4 x i1> %masks)
 ret void
}

declare void @llvm.masked.scatter.nxv4i32(<vscale x 4 x i32> %data, <vscale x 4 x ptr> %ptrs, i32 %align,
<vscale x 4 x i1> %masks)
declare void @llvm.masked.scatter.nxv2f64(<vscale x 2 x double> %data, <vscale x 2 x ptr> %ptrs, i32 %align,
<vscale x 2 x i1> %masks)
declare void @llvm.masked.scatter.nxv2f16(<vscale x 2 x half> %data, <vscale x 2 x ptr> %ptrs, i32 %align,
<vscale x 2 x i1> %masks)
declare void @llvm.masked.scatter.v2f32(<2 x float> %data, <2 x ptr> %ptrs, i32 %align, <2 x i1> %masks)
declare void @llvm.masked.scatter.v4i32(<4 x i32> %data, <4 x
```

```
 ptr> %ptrs, i32 %align, <4 x i1> %masks)
; RUN: opt < %s -passes=argpromotion -S | FileCheck %s

; CHECK-LABEL: define i32 @foo() #0 {
; CHECK-NEXT:      %.val = load <32 x half>, ptr poison, align 4
; CHECK-NEXT:      call void @bar(<32 x half> %.val)
; CHECK-NEXT:      ret i32 0
; CHECK-NEXT:    }

; CHECK-LABEL: define internal void @bar(<32 x half> %.0.val) #0 {
; CHECK-NEXT:      ret void
; CHECK-NEXT:    }

; CHECK:    attributes #0 = { uwtable "min-legal-vector-width"="512" }

define i32 @foo() #0 {
 call void @bar(ptr poison)
 ret i32 0
}

define internal void @bar(ptr) #0 {
 %2 = load <32 x half>, ptr %0, align 4
 ret void
}

attributes #0 = { uwtable "min-legal-vector-width"="0" }
; RUN: llc -mtriple=hexagon -hexagon-hvx-widen=32 < %s | FileCheck %s

; Truncating a type-to-be-widenened to a legal type (v8i8).
; Check that this compiles successfully.
; CHECK-LABEL: f0:
; CHECK: dealloc_return

target datalayout = "e-m:e-p:32:32:32-a:0-n16:32-i64:64:64-i32:32:32-i16:16:16-i1:8:8-f32:32:32-f64:64:64-
v32:32:32-v64:64:64-v512:512:512-v1024:1024:1024-v2048:2048:2048"
target triple = "hexagon"

define dllexport void @f0(ptr %a0) local_unnamed_addr #0 {
b0:
 %v0 = load i8, ptr undef, align 1
 %v1 = zext i8 %v0 to i16
 %v2 = add i16 0, %v1
 %v3 = icmp sgt i16 %v2, 1
 %v4 = select i1 %v3, i16 %v2, i16 1
 %v5 = udiv i16 -32768, %v4
 %v6 = zext i16 %v5 to i32
 %v7 = insertelement <8 x i32> undef, i32 %v6, i32 0
 %v8 = shufflevector <8 x i32> %v7, <8 x i32> undef, <8 x i32> zeroinitializer
```

```
 %v9 = load <8 x i16>, ptr undef, align 2
 %v10 = sext <8 x i16> %v9 to <8 x i32>
 %v11 = mul nsw <8 x i32> %v8, %v10
 %v12 = add nsw <8 x i32> %v11, <i32 16384, i32 16384, i32
 16384, i32 16384, i32 16384, i32 16384, i32 16384, i32 16384>
 %v13 = lshr <8 x i32> %v12, <i32 15, i32 15, i32 15, i32 15, i32 15, i32 15, i32 15, i32 15>
 %v14 = trunc <8 x i32> %v13 to <8 x i8>
 %v15 = getelementptr inbounds i8, ptr %a0, i32 undef
 store <8 x i8> %v14, ptr %v15, align 1
 ret void
}

attributes #0 = { "target-features"="+hvx,+hvx-length128b" }
//===-- ObjectContainerBSDArchive.h ----------------------------*- C++ -*-===//
//
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//
//===----------------------------------------------------------------------===//

#ifndef
LLDB_SOURCE_PLUGINS_OBJECTCONTAINER_BSD_ARCHIVE_OBJECTCONTAINERBSDARCHIVE_H
#define
LLDB_SOURCE_PLUGINS_OBJECTCONTAINER_BSD_ARCHIVE_OBJECTCONTAINERBSDARCHIVE_H

#include "lldb/Core/UniqueCStringMap.h"
#include "lldb/Symbol/ObjectContainer.h"
#include "lldb/Utility/ArchSpec.h"
#include "lldb/Utility/ConstString.h"
#include "lldb/Utility/FileSpec.h"

#include "llvm/Object/Archive.h"
#include "llvm/Support/Chrono.h"
#include "llvm/Support/Path.h"

#include <map>
#include <memory>
#include <mutex>

enum class ArchiveType { Invalid, Archive, ThinArchive };

class ObjectContainerBSDArchive : public lldb_private::ObjectContainer
 {
public:
 ObjectContainerBSDArchive(const lldb::ModuleSP &module_sp,
                           lldb::DataBufferSP &data_sp,
                           lldb::offset_t data_offset,
```

```
                    const lldb_private::FileSpec *file,
                    lldb::offset_t offset, lldb::offset_t length,
                    ArchiveType archive_type);

~ObjectContainerBSDArchive() override;

// Static Functions
static void Initialize();

static void Terminate();

static llvm::StringRef GetPluginNameStatic() { return "bsd-archive"; }

static llvm::StringRef GetPluginDescriptionStatic() {
  return "BSD Archive object container reader.";
}

static lldb_private::ObjectContainer *
CreateInstance(const lldb::ModuleSP &module_sp, lldb::DataBufferSP &data_sp,
            lldb::offset_t data_offset, const lldb_private::FileSpec *file,
            lldb::offset_t offset, lldb::offset_t length);

static size_t GetModuleSpecifications(const
lldb_private::FileSpec &file,
                                lldb::DataBufferSP &data_sp,
                                lldb::offset_t data_offset,
                                lldb::offset_t file_offset,
                                lldb::offset_t length,
                                lldb_private::ModuleSpecList &specs);

static ArchiveType MagicBytesMatch(const lldb_private::DataExtractor &data);

// Member Functions
bool ParseHeader() override;

size_t GetNumObjects() const override {
  if (m_archive_sp)
    return m_archive_sp->GetNumObjects();
  return 0;
}

lldb::ObjectFileSP GetObjectFile(const lldb_private::FileSpec *file) override;

// PluginInterface protocol
llvm::StringRef GetPluginName() override { return GetPluginNameStatic(); }

protected:
 struct Object {
```

```
  Object();

  void Clear();

  lldb::offset_t ExtractFromThin(const lldb_private::DataExtractor &data,

     lldb::offset_t offset,
                          llvm::StringRef stringTable);

  lldb::offset_t Extract(const lldb_private::DataExtractor &data,
                         lldb::offset_t offset);
  /// Object name in the archive.
  lldb_private::ConstString ar_name;

  /// Object modification time in the archive.
  uint32_t modification_time = 0;

  /// Object size in bytes in the archive.
  uint32_t size = 0;

  /// File offset in bytes from the beginning of the file of the object data.
  lldb::offset_t file_offset = 0;

  /// Length of the object data.
  lldb::offset_t file_size = 0;

  void Dump() const;
};

class Archive {
public:
  typedef std::shared_ptr<Archive> shared_ptr;
  typedef std::multimap<lldb_private::FileSpec, shared_ptr> Map;

  Archive(const lldb_private::ArchSpec &arch,
          const llvm::sys::TimePoint<> &mod_time, lldb::offset_t file_offset,
          lldb_private::DataExtractor &data, ArchiveType archive_type);

   ~Archive();

  static Map &GetArchiveCache();

  static std::recursive_mutex &GetArchiveCacheMutex();

  static Archive::shared_ptr FindCachedArchive(
     const lldb_private::FileSpec &file, const lldb_private::ArchSpec &arch,
     const llvm::sys::TimePoint<> &mod_time, lldb::offset_t file_offset);
```

```
  static Archive::shared_ptr ParseAndCacheArchiveForFile(
      const lldb_private::FileSpec &file, const lldb_private::ArchSpec &arch,
      const llvm::sys::TimePoint<> &mod_time, lldb::offset_t file_offset,
      lldb_private::DataExtractor &data, ArchiveType archive_type);

  size_t GetNumObjects() const { return m_objects.size(); }

  const Object *GetObjectAtIndex(size_t idx) {
    if (idx < m_objects.size())
      return &m_objects[idx];
    return nullptr;
  }

  size_t ParseObjects();

  Object *FindObject(lldb_private::ConstString object_name,
                     const llvm::sys::TimePoint<> &object_mod_time);

  lldb::offset_t
GetFileOffset() const { return m_file_offset; }

  const llvm::sys::TimePoint<> &GetModificationTime() {
    return m_modification_time;
  }

  const lldb_private::ArchSpec &GetArchitecture() const { return m_arch; }

  void SetArchitecture(const lldb_private::ArchSpec &arch) { m_arch = arch; }

  bool HasNoExternalReferences() const;

  lldb_private::DataExtractor &GetData() { return m_data; }

  ArchiveType GetArchiveType() { return m_archive_type; }

protected:
  typedef lldb_private::UniqueCStringMap<uint32_t> ObjectNameToIndexMap;
  // Member Variables
  lldb_private::ArchSpec m_arch;
  llvm::sys::TimePoint<> m_modification_time;
  lldb::offset_t m_file_offset;
  std::vector<Object> m_objects;
  ObjectNameToIndexMap m_object_name_to_index_map;
  lldb_private::DataExtractor m_data; ///< The data for this object container
                                      ///so we don't lose data if the .a files
                                      ///gets
modified
  ArchiveType m_archive_type;
```

```
 };

 void SetArchive(Archive::shared_ptr &archive_sp);

 Archive::shared_ptr m_archive_sp;

 ArchiveType m_archive_type;
};

#endif //
LLDB_SOURCE_PLUGINS_OBJECTCONTAINER_BSD_ARCHIVE_OBJECTCONTAINERBSDARCHIVE_H
! RUN: %python %S/../test_errors.py %s %flang -fopenmp -Werror -pedantic
! OpenMP Version 5.0
! 2.19.4.4 firstprivate Clause
! 2.19.4.5 lastprivate Clause
! 2.19.6.1 copyin Clause
! 2.19.6.2 copyprivate Clause
! If the list item is a polymorphic variable with the allocatable attribute,
! the behavior is unspecified.

subroutine firstprivate()
 class(*), allocatable, save :: x

 !PORTABILITY: If a polymorphic variable with allocatable attribute 'x' is in FIRSTPRIVATE clause, the behavior
is unspecified
 !$omp parallel firstprivate(x)
   call sub()
 !$omp end parallel

end

subroutine lastprivate()
 class(*), allocatable, save :: x

 !PORTABILITY: If a polymorphic variable with allocatable attribute 'x' is in LASTPRIVATE clause, the behavior
is unspecified
 !$omp do lastprivate(x)
 do i = 1, 10
   call sub()
 enddo
 !$omp end do

end

subroutine copyin()
 class(*), allocatable, save :: x
 !$omp threadprivate(x)
```

```
 !PORTABILITY: If a polymorphic variable with allocatable attribute
 'x' is in COPYIN clause, the behavior is unspecified
 !$omp parallel copyin(x)
   call sub()
 !$omp end parallel

end

subroutine copyprivate()
 class(*), allocatable, save :: x
 !$omp threadprivate(x)

 !$omp single
   call sub()
 !PORTABILITY: If a polymorphic variable with allocatable attribute 'x' is in COPYPRIVATE clause, the behavior
is unspecified
 !$omp end single copyprivate(x)

end
```

==========

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```
static_library("BSD-Archive") {
 output_name = "lldbPluginObjectContainerBSDArchive"
 configs += [ "//llvm/utils/gn/build:lldb_code" ]
 deps = [
   "//lldb/source/Core",
   "//lldb/source/Host",
   "//lldb/source/Symbol",
   "//llvm/lib/Support",
 ]
 sources = [ "ObjectContainerBSDArchive.cpp" ]
}
; RUN: opt -mtriple=aarch64-linux-gnu -mattr=+sve -passes=scalarize-masked-mem-intrin -S < %s | FileCheck %s

; Testing that masked gathers operating on scalable vectors that are
; packed in SVE registers are not scalarized.

; CHECK-LABEL: @masked_gather_nxv4i32(
; CHECK: call <vscale x 4 x i32> @llvm.masked.gather.nxv4i32
define <vscale x 4 x i32> @masked_gather_nxv4i32(<vscale x 4 x ptr> %ld, <vscale x 4 x i1> %masks, <vscale x 4 x i32> %passthru) {
 %res = call <vscale x 4 x i32> @llvm.masked.gather.nxv4i32(<vscale x 4 x ptr> %ld, i32 0, <vscale x 4 x i1> %masks, <vscale x 4 x i32> %passthru)
 ret <vscale x 4 x i32> %res
}

; Testing that masked gathers operating on scalable vectors of FP data
; that is packed in SVE registers are not scalarized.

; CHECK-LABEL: @masked_gather_nxv2f64(
; CHECK: call <vscale x 2 x double> @llvm.masked.gather.nxv2f64
define <vscale x 2 x double> @masked_gather_nxv2f64(<vscale x 2 x ptr> %ld, <vscale x 2 x i1> %masks, <vscale x 2 x double> %passthru)
 {
 %res = call <vscale x 2 x double> @llvm.masked.gather.nxv2f64(<vscale x 2 x ptr> %ld, i32 0, <vscale x 2 x i1> %masks, <vscale x 2 x double> %passthru)
 ret <vscale x 2 x double> %res
}

; Testing that masked gathers operating on scalable vectors of FP data
```

```
; that is unpacked in SVE registers are not scalarized.

; CHECK-LABEL: @masked_gather_nxv2f16(
; CHECK: call <vscale x 2 x half> @llvm.masked.gather.nxv2f16
define <vscale x 2 x half> @masked_gather_nxv2f16(<vscale x 2 x ptr> %ld, <vscale x 2 x i1> %masks, <vscale x
2 x half> %passthru) {
 %res = call <vscale x 2 x half> @llvm.masked.gather.nxv2f16(<vscale x 2 x ptr> %ld, i32 0, <vscale x 2 x i1>
%masks, <vscale x 2 x half> %passthru)
 ret <vscale x 2 x half> %res
}

; Testing that masked gathers operating on 64-bit fixed vectors are
; scalarized because NEON doesn't have support for masked gather
; instructions.

; CHECK-LABEL: @masked_gather_v2f32(
; CHECK-NOT: @llvm.masked.gather.v2f32(
define <2 x float> @masked_gather_v2f32(<2
 x ptr> %ld, <2 x i1> %masks, <2 x float> %passthru) {
 %res = call <2 x float> @llvm.masked.gather.v2f32(<2 x ptr> %ld, i32 0, <2 x i1> %masks, <2 x float> %passthru)
 ret <2 x float> %res
}

; Testing that masked gathers operating on 128-bit fixed vectors are
; scalarized because NEON doesn't have support for masked gather
; instructions and because we are not targeting fixed width SVE.

; CHECK-LABEL: @masked_gather_v4i32(
; CHECK-NOT: @llvm.masked.gather.v4i32(
define <4 x i32> @masked_gather_v4i32(<4 x ptr> %ld, <4 x i1> %masks, <4 x i32> %passthru) {
 %res = call <4 x i32> @llvm.masked.gather.v4i32(<4 x ptr> %ld, i32 0, <4 x i1> %masks, <4 x i32> %passthru)
 ret <4 x i32> %res
}

declare <vscale x 4 x i32> @llvm.masked.gather.nxv4i32(<vscale x 4 x ptr> %ptrs, i32 %align, <vscale x 4 x i1>
%masks, <vscale x 4 x i32> %passthru)
declare <vscale x 2 x double> @llvm.masked.gather.nxv2f64(<vscale x 2 x ptr> %ptrs, i32 %align, <vscale x 2 x
i1> %masks, <vscale x 2 x double>
 %passthru)
declare <vscale x 2 x half> @llvm.masked.gather.nxv2f16(<vscale x 2 x ptr> %ptrs, i32 %align, <vscale x 2 x i1>
%masks, <vscale x 2 x half> %passthru)
declare <2 x float> @llvm.masked.gather.v2f32(<2 x ptr> %ptrs, i32 %align, <2 x i1> %masks, <2 x float>
%passthru)
declare <4 x i32> @llvm.masked.gather.v4i32(<4 x ptr> %ptrs, i32 %align, <4 x i1> %masks, <4 x i32> %passthru)
# RUN: llc -O0 -mtriple=m68k -start-after=prologepilog -verify-machineinstrs %s -o - | FileCheck %s

name: is-pcrel-register-operand-legal
body:             |
```

```
bb.0.entry:
  ; CHECK: move.l  (0,%pc,%a0), (%a1)
  ; CHECK: move.l  (%a0), (0,%pc,%a1)

  MOV32jk $a1,  0, $a0, implicit-def $ccr
  MOV32kj 0,  $a1, $a0, implicit-def $ccr
```

==========

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  file.
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 -mattr=prefer-256-bit | FileCheck %s --check-prefixes=CHECK,CHECK-SKX
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 -mattr=prefer-256-bit,avx512vbmi | FileCheck %s --check-prefixes=CHECK,CHECK-SKX,CHECK-SKX-VBMI
; Make sure CPUs default to prefer-256-bit. avx512vnni isn't interesting as it just adds an isel peephole for vpmaddwd+vpaddd
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 | FileCheck %s --check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=cascadelake | FileCheck %s --check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=cooperlake | FileCheck %s --check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=cannonlake | FileCheck %s --check-prefixes=CHECK,CHECK-VBMI,CHECK-VBMI1
;
 RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=icelake-client | FileCheck %s --check-prefixes=CHECK,CHECK-VBMI,CHECK-GFNI
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=icelake-server | FileCheck %s --check-prefixes=CHECK,CHECK-VBMI,CHECK-GFNI
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=tigerlake | FileCheck %s --check-prefixes=CHECK,CHECK-VBMI,CHECK-GFNI

; This file primarily contains tests for specific places in X86ISelLowering.cpp that needed be made aware of the legalizer not allowing 512-bit vectors due to prefer-256-bit even though AVX512 is enabled.

define dso_local void @add256(ptr %a, ptr %b, ptr %c) "min-legal-vector-width"="256" {
; CHECK-LABEL: add256:
; CHECK: # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpaddd 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT: vpaddd (%rsi), %ymm0, %ymm0
; CHECK-NEXT: vmovdqa
 %ymm0, (%rdx)
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT: vzeroupper

```
; CHECK-NEXT:    retq
 %d = load <16 x i32>, ptr %a
 %e = load <16 x i32>, ptr %b
 %f = add <16 x i32> %d, %e
 store <16 x i32> %f, ptr %c
 ret void
}

define dso_local void @add512(ptr %a, ptr %b, ptr %c) "min-legal-vector-width"="512" {
; CHECK-LABEL: add512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:    vpaddd (%rsi), %zmm0, %zmm0
; CHECK-NEXT:    vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %d = load <16 x i32>, ptr %a
 %e = load <16 x i32>, ptr %b
 %f = add <16 x i32> %d, %e
 store <16 x i32> %f, ptr %c
 ret void
}

define dso_local void @avg_v64i8_256(ptr %a, ptr %b) "min-legal-vector-width"="256" {
; CHECK-LABEL: avg_v64i8_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpavgb (%rsi), %ymm0, %ymm0
; CHECK-NEXT:    vpavgb 32(%rsi), %ymm1, %ymm1
;
 CHECK-NEXT:    vmovdqu %ymm1, (%rax)
; CHECK-NEXT:    vmovdqu %ymm0, (%rax)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %1 = load <64 x i8>, ptr %a
 %2 = load <64 x i8>, ptr %b
 %3 = zext <64 x i8> %1 to <64 x i32>
 %4 = zext <64 x i8> %2 to <64 x i32>
 %5 = add nuw nsw <64 x i32> %3, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32
1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1>
 %6 = add nuw nsw <64 x i32> %5, %4
 %7 = lshr <64 x i32> %6, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
 i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32
```

```
1>
 %8 = trunc <64 x i32> %7 to <64 x i8>
 store <64 x i8> %8, ptr undef, align 4
 ret void
}


define dso_local void @avg_v64i8_512(ptr %a, ptr %b) "min-legal-vector-width"="512" {
; CHECK-LABEL: avg_v64i8_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:    vpavgb (%rsi), %zmm0, %zmm0
; CHECK-NEXT:    vmovdqu64 %zmm0, (%rax)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %1 = load <64 x i8>, ptr %a
 %2 = load <64 x i8>, ptr %b
 %3 = zext <64 x i8> %1 to <64 x i32>
 %4 = zext <64 x i8> %2 to <64 x i32>
 %5 = add nuw nsw <64 x i32> %3, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
 i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32
1, i32 1, i32 1, i32 1, i32 1, i32 1>
 %6 = add nuw nsw <64 x i32> %5, %4
 %7 = lshr <64 x i32> %6, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32
1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1>
 %8 = trunc <64 x i32> %7 to <64 x i8>
 store <64 x i8> %8, ptr undef, align 4
 ret void
}

define dso_local void @pmaddwd_32_256(ptr %APtr, ptr %BPtr, ptr %CPtr) "min-legal-vector-width"="256"
 {
; CHECK-LABEL: pmaddwd_32_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpmaddwd 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT:    vpmaddwd (%rsi), %ymm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
  %A = load <32 x i16>, ptr %APtr
  %B = load <32 x i16>, ptr %BPtr
```

```
  %a = sext <32 x i16> %A to <32 x i32>
  %b = sext <32 x i16> %B to <32 x i32>
  %m = mul nsw <32 x i32> %a, %b
  %odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32
12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
  %even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32
13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
  %ret = add <16 x i32> %odd, %even
  store <16 x i32> %ret,
 ptr %CPtr
  ret void
}

define dso_local void @pmaddwd_32_512(ptr %APtr, ptr %BPtr, ptr %CPtr) "min-legal-vector-width"="512" {
; CHECK-LABEL: pmaddwd_32_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:    vpmaddwd (%rsi), %zmm0, %zmm0
; CHECK-NEXT:    vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
  %A = load <32 x i16>, ptr %APtr
  %B = load <32 x i16>, ptr %BPtr
  %a = sext <32 x i16> %A to <32 x i32>
  %b = sext <32 x i16> %B to <32 x i32>
  %m = mul nsw <32 x i32> %a, %b
  %odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32
12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
  %even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32
13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
  %ret = add <16 x i32> %odd, %even
  store <16 x i32> %ret, ptr
 %CPtr
  ret void
}

define dso_local void @psubus_64i8_max_256(ptr %xptr, ptr %yptr, ptr %zptr) "min-legal-vector-width"="256" {
; CHECK-LABEL: psubus_64i8_max_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpsubusb 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT:    vpsubusb (%rsi), %ymm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <64 x i8>, ptr %xptr
```

```
 %y = load <64 x i8>, ptr %yptr
 %cmp = icmp ult <64 x i8> %x, %y
 %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
 %res = sub <64 x i8> %max, %y
 store <64 x i8> %res, ptr %zptr
 ret void
}

define dso_local void @psubus_64i8_max_512(ptr %xptr, ptr %yptr, ptr %zptr) "min-legal-vector-width"="512" {
; CHECK-LABEL: psubus_64i8_max_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:    vpsubusb (%rsi), %zmm0, %zmm0
; CHECK-NEXT:
   vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <64 x i8>, ptr %xptr
 %y = load <64 x i8>, ptr %yptr
 %cmp = icmp ult <64 x i8> %x, %y
 %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
 %res = sub <64 x i8> %max, %y
 store <64 x i8> %res, ptr %zptr
 ret void
}

define dso_local i32 @_Z9test_charPcS_i_256(ptr nocapture readonly, ptr nocapture readonly, i32) "min-legal-
vector-width"="256" {
; CHECK-SKX-LABEL: _Z9test_charPcS_i_256:
; CHECK-SKX:       # %bb.0: # %entry
; CHECK-SKX-NEXT:    movl %edx, %eax
; CHECK-SKX-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-SKX-NEXT:    xorl %ecx, %ecx
; CHECK-SKX-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-SKX-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-SKX-NEXT:    .p2align 4
; CHECK-SKX-NEXT:  .LBB8_1: # %vector.body
; CHECK-SKX-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-SKX-NEXT:    vpmovsxbw 16(%rdi,%rcx), %ymm3
; CHECK-SKX-NEXT:    vpmovsxbw (%rdi,%rcx), %ymm4
; CHECK-SKX-NEXT:
   vpmovsxbw 16(%rsi,%rcx), %ymm5
; CHECK-SKX-NEXT:    vpmaddwd %ymm3, %ymm5, %ymm3
; CHECK-SKX-NEXT:    vpaddd %ymm2, %ymm3, %ymm2
; CHECK-SKX-NEXT:    vpmovsxbw (%rsi,%rcx), %ymm3
; CHECK-SKX-NEXT:    vpmaddwd %ymm4, %ymm3, %ymm3
; CHECK-SKX-NEXT:    vpaddd %ymm1, %ymm3, %ymm1
; CHECK-SKX-NEXT:    addq $32, %rcx
```

```
; CHECK-SKX-NEXT:    cmpq %rcx, %rax
; CHECK-SKX-NEXT:    jne .LBB8_1
; CHECK-SKX-NEXT:  # %bb.2: # %middle.block
; CHECK-SKX-NEXT:    vpaddd %ymm0, %ymm1, %ymm1
; CHECK-SKX-NEXT:    vpaddd %ymm0, %ymm2, %ymm0
; CHECK-SKX-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-SKX-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vmovd %xmm0, %eax
; CHECK-SKX-NEXT:    vzeroupper
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: _Z9test_charPcS_i_256:
;
 CHECK-AVX512:       # %bb.0: # %entry
; CHECK-AVX512-NEXT:    movl %edx, %eax
; CHECK-AVX512-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    xorl %ecx, %ecx
; CHECK-AVX512-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-AVX512-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-AVX512-NEXT:    .p2align 4
; CHECK-AVX512-NEXT:  .LBB8_1: # %vector.body
; CHECK-AVX512-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-AVX512-NEXT:    vpmovsxbw 16(%rdi,%rcx), %ymm3
; CHECK-AVX512-NEXT:    vpmovsxbw (%rdi,%rcx), %ymm4
; CHECK-AVX512-NEXT:    vpmovsxbw 16(%rsi,%rcx), %ymm5
; CHECK-AVX512-NEXT:    vpmaddwd %ymm3, %ymm5, %ymm3
; CHECK-AVX512-NEXT:    vpaddd %ymm2, %ymm3, %ymm2
; CHECK-AVX512-NEXT:    vpmovsxbw (%rsi,%rcx), %ymm3
; CHECK-AVX512-NEXT:    vpmaddwd %ymm4, %ymm3, %ymm3
; CHECK-AVX512-NEXT:    vpaddd %ymm1, %ymm3, %ymm1
; CHECK-AVX512-NEXT:    addq $32, %rcx
; CHECK-AVX512-NEXT:    cmpq %rcx, %rax
; CHECK-AVX512-NEXT:    jne .LBB8_1
; CHECK-AVX512-NEXT:  # %bb.2:
 # %middle.block
; CHECK-AVX512-NEXT:    vpaddd %ymm0, %ymm1, %ymm1
; CHECK-AVX512-NEXT:    vpaddd %ymm0, %ymm2, %ymm0
; CHECK-AVX512-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpsrlq $32, %xmm0, %xmm1
```

```
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vmovd %xmm0, %eax
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: _Z9test_charPcS_i_256:
; CHECK-VBMI:       # %bb.0: # %entry
; CHECK-VBMI-NEXT:    movl %edx, %eax
; CHECK-VBMI-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    xorl %ecx, %ecx
; CHECK-VBMI-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-VBMI-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-VBMI-NEXT:    .p2align 4
; CHECK-VBMI-NEXT:  .LBB8_1: # %vector.body
; CHECK-VBMI-NEXT:    # =>This
 Inner Loop Header: Depth=1
; CHECK-VBMI-NEXT:    vpmovsxbw 16(%rdi,%rcx), %ymm3
; CHECK-VBMI-NEXT:    vpmovsxbw (%rdi,%rcx), %ymm4
; CHECK-VBMI-NEXT:    vpmovsxbw 16(%rsi,%rcx), %ymm5
; CHECK-VBMI-NEXT:    vpmaddwd %ymm3, %ymm5, %ymm3
; CHECK-VBMI-NEXT:    vpaddd %ymm2, %ymm3, %ymm2
; CHECK-VBMI-NEXT:    vpmovsxbw (%rsi,%rcx), %ymm3
; CHECK-VBMI-NEXT:    vpmaddwd %ymm4, %ymm3, %ymm3
; CHECK-VBMI-NEXT:    vpaddd %ymm1, %ymm3, %ymm1
; CHECK-VBMI-NEXT:    addq $32, %rcx
; CHECK-VBMI-NEXT:    cmpq %rcx, %rax
; CHECK-VBMI-NEXT:    jne .LBB8_1
; CHECK-VBMI-NEXT:  # %bb.2: # %middle.block
; CHECK-VBMI-NEXT:    vpaddd %ymm0, %ymm1, %ymm1
; CHECK-VBMI-NEXT:    vpaddd %ymm0, %ymm2, %ymm0
; CHECK-VBMI-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-VBMI-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
;
 CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vmovd %xmm0, %eax
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
entry:
 %3 = zext i32 %2 to i64
 br label %vector.body

vector.body:
 %index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
 %vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
```

```
 %4 = getelementptr inbounds i8, ptr %0, i64 %index
 %5 = bitcast ptr %4 to ptr
 %wide.load = load <32 x i8>, ptr %5, align 1
 %6 = sext <32 x i8> %wide.load to <32 x i32>
 %7 = getelementptr inbounds i8, ptr %1, i64 %index
 %8 = bitcast ptr %7 to ptr
 %wide.load14 = load <32 x i8>, ptr %8, align 1
 %9 = sext <32 x i8> %wide.load14 to <32 x i32>
 %10 = mul nsw <32 x i32> %9, %6
 %11 = add nsw <32 x i32> %10, %vec.phi
 %index.next = add i64 %index, 32
 %12 = icmp eq i64 %index.next, %3
 br i1 %12, label %middle.block, label %vector.body

middle.block:
 %rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32>
 undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20, i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32
28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx1 = add <32 x i32> %11, %rdx.shuf1
 %rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32
12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf
 %rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef>
 %bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15
 %rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx18 = add <32 x i32> %bin.rdx32, %rdx.shuf17
 %rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19
 %13 = extractelement <32 x i32> %bin.rdx20, i32 0
 ret i32 %13
}

define dso_local i32 @_Z9test_charPcS_i_512(ptr nocapture readonly, ptr nocapture readonly, i32) "min-legal-
vector-width"="512" {
; CHECK-SKX-LABEL: _Z9test_charPcS_i_512:
```

```
; CHECK-SKX:       # %bb.0: # %entry
; CHECK-SKX-NEXT:    movl %edx, %eax
; CHECK-SKX-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-SKX-NEXT:    xorl %ecx, %ecx
; CHECK-SKX-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-SKX-NEXT:    .p2align 4
; CHECK-SKX-NEXT:  .LBB9_1: # %vector.body
; CHECK-SKX-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-SKX-NEXT:    vpmovsxbw (%rdi,%rcx), %zmm2
; CHECK-SKX-NEXT:    vpmovsxbw (%rsi,%rcx), %zmm3
; CHECK-SKX-NEXT:    vpmaddwd %zmm2, %zmm3, %zmm2
; CHECK-SKX-NEXT:
   vpaddd %zmm1, %zmm2, %zmm1
; CHECK-SKX-NEXT:    addq $32, %rcx
; CHECK-SKX-NEXT:    cmpq %rcx, %rax
; CHECK-SKX-NEXT:    jne .LBB9_1
; CHECK-SKX-NEXT:  # %bb.2: # %middle.block
; CHECK-SKX-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-SKX-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-SKX-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-SKX-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vmovd %xmm0, %eax
; CHECK-SKX-NEXT:    vzeroupper
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: _Z9test_charPcS_i_512:
; CHECK-AVX512:      # %bb.0: # %entry
; CHECK-AVX512-NEXT:    movl %edx, %eax
; CHECK-AVX512-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    xorl %ecx, %ecx
; CHECK-AVX512-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-AVX512-NEXT:
   .p2align 4
; CHECK-AVX512-NEXT:  .LBB9_1: # %vector.body
; CHECK-AVX512-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-AVX512-NEXT:    vpmovsxbw (%rdi,%rcx), %zmm2
; CHECK-AVX512-NEXT:    vpmovsxbw (%rsi,%rcx), %zmm3
; CHECK-AVX512-NEXT:    vpmaddwd %zmm2, %zmm3, %zmm2
; CHECK-AVX512-NEXT:    vpaddd %zmm1, %zmm2, %zmm1
; CHECK-AVX512-NEXT:    addq $32, %rcx
; CHECK-AVX512-NEXT:    cmpq %rcx, %rax
; CHECK-AVX512-NEXT:    jne .LBB9_1
; CHECK-AVX512-NEXT:  # %bb.2: # %middle.block
```

```
; CHECK-AVX512-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-AVX512-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-AVX512-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-AVX512-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:
   vmovd %xmm0, %eax
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: _Z9test_charPcS_i_512:
; CHECK-VBMI:       # %bb.0: # %entry
; CHECK-VBMI-NEXT:    movl %edx, %eax
; CHECK-VBMI-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    xorl %ecx, %ecx
; CHECK-VBMI-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-VBMI-NEXT:    .p2align 4
; CHECK-VBMI-NEXT:  .LBB9_1: # %vector.body
; CHECK-VBMI-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-VBMI-NEXT:    vpmovsxbw (%rdi,%rcx), %zmm2
; CHECK-VBMI-NEXT:    vpmovsxbw (%rsi,%rcx), %zmm3
; CHECK-VBMI-NEXT:    vpmaddwd %zmm2, %zmm3, %zmm2
; CHECK-VBMI-NEXT:    vpaddd %zmm1, %zmm2, %zmm1
; CHECK-VBMI-NEXT:    addq $32, %rcx
; CHECK-VBMI-NEXT:    cmpq %rcx, %rax
; CHECK-VBMI-NEXT:    jne .LBB9_1
; CHECK-VBMI-NEXT:  # %bb.2: # %middle.block
; CHECK-VBMI-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-VBMI-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-VBMI-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-VBMI-NEXT:
   vextracti128 $1, %ymm0, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vmovd %xmm0, %eax
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
entry:
 %3 = zext i32 %2 to i64
 br label %vector.body
```

```
vector.body:
 %index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
 %vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
 %4 = getelementptr inbounds i8, ptr %0, i64 %index
 %5 = bitcast ptr %4 to ptr
 %wide.load = load <32 x i8>, ptr %5, align 1
 %6 = sext <32 x i8> %wide.load to <32 x i32>
 %7 = getelementptr inbounds i8, ptr %1, i64 %index
 %8 = bitcast ptr %7 to ptr
 %wide.load14 = load <32 x i8>, ptr %8, align 1
 %9 = sext <32 x i8> %wide.load14 to <32 x i32>
 %10 = mul nsw <32 x i32>
 %9, %6
 %11 = add nsw <32 x i32> %10, %vec.phi
 %index.next = add i64 %index, 32
 %12 = icmp eq i64 %index.next, %3
 br i1 %12, label %middle.block, label %vector.body

middle.block:
 %rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20,
i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef>
 %bin.rdx1 = add <32 x i32> %11, %rdx.shuf1
 %rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32
12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32
 undef, i32 undef>
 %bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf
 %rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15
 %rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx18 = add <32 x i32> %bin.rdx32,
 %rdx.shuf17
 %rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19
 %13 = extractelement <32 x i32> %bin.rdx20, i32 0
 ret i32 %13
```

```
}

@a = dso_local global [1024 x i8] zeroinitializer, align 16
@b = dso_local global [1024 x i8] zeroinitializer, align 16

define dso_local i32 @sad_16i8_256() "min-legal-vector-width"="256" {
; CHECK-SKX-LABEL: sad_16i8_256:
; CHECK-SKX:       # %bb.0: # %entry
; CHECK-SKX-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-SKX-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-SKX-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-SKX-NEXT:
   .p2align 4
; CHECK-SKX-NEXT:  .LBB10_1: # %vector.body
; CHECK-SKX-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-SKX-NEXT:    vmovdqu a+1024(%rax), %xmm2
; CHECK-SKX-NEXT:    vpsadbw b+1024(%rax), %xmm2, %xmm2
; CHECK-SKX-NEXT:    vpaddd %ymm1, %ymm2, %ymm1
; CHECK-SKX-NEXT:    addq $4, %rax
; CHECK-SKX-NEXT:    jne .LBB10_1
; CHECK-SKX-NEXT:  # %bb.2: # %middle.block
; CHECK-SKX-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-SKX-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vmovd %xmm0, %eax
; CHECK-SKX-NEXT:    vzeroupper
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: sad_16i8_256:
; CHECK-AVX512:      # %bb.0: # %entry
; CHECK-AVX512-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    movq $-1024, %rax # imm
 = 0xFC00
; CHECK-AVX512-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-AVX512-NEXT:    .p2align 4
; CHECK-AVX512-NEXT:  .LBB10_1: # %vector.body
; CHECK-AVX512-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-AVX512-NEXT:    vmovdqu a+1024(%rax), %xmm2
; CHECK-AVX512-NEXT:    vpsadbw b+1024(%rax), %xmm2, %xmm2
; CHECK-AVX512-NEXT:    vpaddd %ymm1, %ymm2, %ymm1
; CHECK-AVX512-NEXT:    addq $4, %rax
; CHECK-AVX512-NEXT:    jne .LBB10_1
; CHECK-AVX512-NEXT:  # %bb.2: # %middle.block
; CHECK-AVX512-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
```

```
; CHECK-AVX512-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vmovd %xmm0, %eax
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: sad_16i8_256:
;
 CHECK-VBMI:       # %bb.0: # %entry
; CHECK-VBMI-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-VBMI-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-VBMI-NEXT:    .p2align 4
; CHECK-VBMI-NEXT:  .LBB10_1: # %vector.body
; CHECK-VBMI-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-VBMI-NEXT:    vmovdqu a+1024(%rax), %xmm2
; CHECK-VBMI-NEXT:    vpsadbw b+1024(%rax), %xmm2, %xmm2
; CHECK-VBMI-NEXT:    vpaddd %ymm1, %ymm2, %ymm1
; CHECK-VBMI-NEXT:    addq $4, %rax
; CHECK-VBMI-NEXT:    jne .LBB10_1
; CHECK-VBMI-NEXT:  # %bb.2: # %middle.block
; CHECK-VBMI-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-VBMI-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vmovd %xmm0, %eax
;
 CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
entry:
 br label %vector.body

vector.body:
 %index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
 %vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
 %0 = getelementptr inbounds [1024 x i8], ptr @a, i64 0, i64 %index
 %1 = bitcast ptr %0 to ptr
 %wide.load = load <16 x i8>, ptr %1, align 4
 %2 = zext <16 x i8> %wide.load to <16 x i32>
 %3 = getelementptr inbounds [1024 x i8], ptr @b, i64 0, i64 %index
 %4 = bitcast ptr %3 to ptr
```

```
 %wide.load1 = load <16 x i8>, ptr %4, align 4
 %5 = zext <16 x i8> %wide.load1 to <16 x i32>
 %6 = sub nsw <16 x i32> %2, %5
 %7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
 %8 = sub nsw <16 x i32> zeroinitializer, %6
 %9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
 %10 = add nsw <16 x i32> %9, %vec.phi
 %index.next = add i64 %index,
 4
 %11 = icmp eq i64 %index.next, 1024
 br i1 %11, label %middle.block, label %vector.body

middle.block:
 %rdx.shuf = shufflevector <16 x i32> %10, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx = add <16 x i32> %10, %rdx.shuf
 %rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
 %rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
 %rdx.shuf4 = shufflevector
 <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
 %12 = extractelement <16 x i32> %bin.rdx4, i32 0
 ret i32 %12
}

define dso_local i32 @sad_16i8_512() "min-legal-vector-width"="512" {
; CHECK-SKX-LABEL: sad_16i8_512:
; CHECK-SKX:       # %bb.0: # %entry
; CHECK-SKX-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-SKX-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-SKX-NEXT:    .p2align 4
; CHECK-SKX-NEXT:  .LBB11_1: # %vector.body
; CHECK-SKX-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-SKX-NEXT:    vmovdqu a+1024(%rax), %xmm1
; CHECK-SKX-NEXT:    vpsadbw b+1024(%rax), %xmm1, %xmm1
; CHECK-SKX-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-SKX-NEXT:    addq $4, %rax
; CHECK-SKX-NEXT:    jne .LBB11_1
; CHECK-SKX-NEXT:  # %bb.2: # %middle.block
; CHECK-SKX-NEXT:
```

```
   vextracti64x4 $1, %zmm0, %ymm1
; CHECK-SKX-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-SKX-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vmovd %xmm0, %eax
; CHECK-SKX-NEXT:    vzeroupper
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: sad_16i8_512:
; CHECK-AVX512:       # %bb.0: # %entry
; CHECK-AVX512-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-AVX512-NEXT:    .p2align 4
; CHECK-AVX512-NEXT:  .LBB11_1: # %vector.body
; CHECK-AVX512-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-AVX512-NEXT:    vmovdqu a+1024(%rax), %xmm1
; CHECK-AVX512-NEXT:    vpsadbw b+1024(%rax), %xmm1, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-AVX512-NEXT:    addq $4,
 %rax
; CHECK-AVX512-NEXT:    jne .LBB11_1
; CHECK-AVX512-NEXT:  # %bb.2: # %middle.block
; CHECK-AVX512-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-AVX512-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-AVX512-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vmovd %xmm0, %eax
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: sad_16i8_512:
; CHECK-VBMI:       # %bb.0: # %entry
; CHECK-VBMI-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-VBMI-NEXT:    .p2align 4
; CHECK-VBMI-NEXT:  .LBB11_1: # %vector.body
; CHECK-VBMI-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-VBMI-NEXT:    vmovdqu a+1024(%rax), %xmm1
; CHECK-VBMI-NEXT:
```

```
    vpsadbw b+1024(%rax), %xmm1, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-VBMI-NEXT:    addq $4, %rax
; CHECK-VBMI-NEXT:    jne .LBB11_1
; CHECK-VBMI-NEXT:  # %bb.2: # %middle.block
; CHECK-VBMI-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-VBMI-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-VBMI-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vmovd %xmm0, %eax
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
entry:
 br label %vector.body

vector.body:
 %index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
 %vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
 %0 = getelementptr inbounds [1024 x i8], ptr @a, i64 0, i64 %index
 %1 = bitcast ptr
 %0 to ptr
 %wide.load = load <16 x i8>, ptr %1, align 4
 %2 = zext <16 x i8> %wide.load to <16 x i32>
 %3 = getelementptr inbounds [1024 x i8], ptr @b, i64 0, i64 %index
 %4 = bitcast ptr %3 to ptr
 %wide.load1 = load <16 x i8>, ptr %4, align 4
 %5 = zext <16 x i8> %wide.load1 to <16 x i32>
 %6 = sub nsw <16 x i32> %2, %5
 %7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
 %8 = sub nsw <16 x i32> zeroinitializer, %6
 %9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
 %10 = add nsw <16 x i32> %9, %vec.phi
 %index.next = add i64 %index, 4
 %11 = icmp eq i64 %index.next, 1024
 br i1 %11, label %middle.block, label %vector.body

middle.block:
 %rdx.shuf = shufflevector <16 x i32> %10, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx = add <16 x i32> %10, %rdx.shuf
 %rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
```

```
 %bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
 %rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef>
 %bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
 %rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef>
 %bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
 %12 = extractelement <16 x i32> %bin.rdx4, i32 0
 ret i32 %12
}

define
 dso_local void @sbto16f32_256(<16 x i16> %a, ptr %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: sbto16f32_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    kshiftrw $8, %k0, %k1
; CHECK-NEXT:    vpmovm2d %k1, %ymm0
; CHECK-NEXT:    vcvtdq2ps %ymm0, %ymm0
; CHECK-NEXT:    vpmovm2d %k0, %ymm1
; CHECK-NEXT:    vcvtdq2ps %ymm1, %ymm1
; CHECK-NEXT:    vmovaps %ymm1, (%rdi)
; CHECK-NEXT:    vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = sitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, ptr %res
 ret void
}

define dso_local void @sbto16f32_512(<16 x i16> %a, ptr %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: sbto16f32_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    vpmovm2d %k0, %zmm0
; CHECK-NEXT:    vcvtdq2ps %zmm0, %zmm0
; CHECK-NEXT:    vmovaps %zmm0, (%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:
   retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = sitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, ptr %res
 ret void
}
```

```
define dso_local void @sbto16f64_256(<16 x i16> %a, ptr %res)  "min-legal-vector-width"="256" {
; CHECK-LABEL: sbto16f64_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    kshiftrw $8, %k0, %k1
; CHECK-NEXT:    vpmovm2d %k1, %ymm0
; CHECK-NEXT:    vcvtdq2pd %xmm0, %ymm1
; CHECK-NEXT:    vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT:    vcvtdq2pd %xmm0, %ymm0
; CHECK-NEXT:    vpmovm2d %k0, %ymm2
; CHECK-NEXT:    vcvtdq2pd %xmm2, %ymm3
; CHECK-NEXT:    vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT:    vcvtdq2pd %xmm2, %ymm2
; CHECK-NEXT:    vmovaps %ymm2, 32(%rdi)
; CHECK-NEXT:    vmovaps %ymm3, (%rdi)
; CHECK-NEXT:    vmovaps %ymm0, 96(%rdi)
; CHECK-NEXT:    vmovaps %ymm1, 64(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = sitofp <16 x i1> %mask
 to <16 x double>
 store <16 x double> %1, ptr %res
 ret void
}

define dso_local void @sbto16f64_512(<16 x i16> %a, ptr %res)  "min-legal-vector-width"="512" {
; CHECK-LABEL: sbto16f64_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    vpmovm2d %k0, %zmm0
; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm1
; CHECK-NEXT:    vextracti64x4 $1, %zmm0, %ymm0
; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm0
; CHECK-NEXT:    vmovaps %zmm0, 64(%rdi)
; CHECK-NEXT:    vmovaps %zmm1, (%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = sitofp <16 x i1> %mask to <16 x double>
 store <16 x double> %1, ptr %res
 ret void
}

define dso_local void @ubto16f32_256(<16 x i16> %a, ptr %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: ubto16f32_256:
; CHECK:       # %bb.0:
```

```
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    kshiftrw $8, %k0, %k1
; CHECK-NEXT:    vpmovm2d %k1, %ymm0
; CHECK-NEXT:    vpsrld $31, %ymm0, %ymm0
;
 CHECK-NEXT:    vcvtdq2ps %ymm0, %ymm0
; CHECK-NEXT:    vpmovm2d %k0, %ymm1
; CHECK-NEXT:    vpsrld $31, %ymm1, %ymm1
; CHECK-NEXT:    vcvtdq2ps %ymm1, %ymm1
; CHECK-NEXT:    vmovaps %ymm1, (%rdi)
; CHECK-NEXT:    vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, ptr %res
 ret void
}

define dso_local void @ubto16f32_512(<16 x i16> %a, ptr %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: ubto16f32_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    vpmovm2d %k0, %zmm0
; CHECK-NEXT:    vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT:    vcvtdq2ps %zmm0, %zmm0
; CHECK-NEXT:    vmovaps %zmm0, (%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, ptr %res
 ret void
}

define dso_local void @ubto16f64_256(<16
 x i16> %a, ptr %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: ubto16f64_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    kshiftrw $8, %k0, %k1
; CHECK-NEXT:    vpmovm2d %k1, %ymm0
; CHECK-NEXT:    vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT:    vcvtdq2pd %xmm0, %ymm1
; CHECK-NEXT:    vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT:    vcvtdq2pd %xmm0, %ymm0
; CHECK-NEXT:    vpmovm2d %k0, %ymm2
; CHECK-NEXT:    vpsrld $31, %ymm2, %ymm2
```

```
; CHECK-NEXT:    vcvtdq2pd %xmm2, %ymm3
; CHECK-NEXT:    vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT:    vcvtdq2pd %xmm2, %ymm2
; CHECK-NEXT:    vmovaps %ymm2, 32(%rdi)
; CHECK-NEXT:    vmovaps %ymm3, (%rdi)
; CHECK-NEXT:    vmovaps %ymm0, 96(%rdi)
; CHECK-NEXT:    vmovaps %ymm1, 64(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x double>
 store <16 x double> %1, ptr %res
 ret void
}

define dso_local void @ubto16f64_512(<16
 x i16> %a, ptr %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: ubto16f64_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    vpmovm2d %k0, %zmm0
; CHECK-NEXT:    vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm1
; CHECK-NEXT:    vextracti64x4 $1, %zmm0, %ymm0
; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm0
; CHECK-NEXT:    vmovaps %zmm0, 64(%rdi)
; CHECK-NEXT:    vmovaps %zmm1, (%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x double>
 store <16 x double> %1, ptr %res
 ret void
}

define <16 x i16> @test_16f32toub_256(ptr %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
; CHECK-LABEL: test_16f32toub_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vcvttps2dq (%rdi), %ymm1
; CHECK-NEXT:    vpslld $31, %ymm1, %ymm1
; CHECK-NEXT:    vpmovd2m %ymm1, %k0
; CHECK-NEXT:    vcvttps2dq 32(%rdi), %ymm1
; CHECK-NEXT:    vpslld $31, %ymm1, %ymm1
;
 CHECK-NEXT:    vpmovd2m %ymm1, %k1
; CHECK-NEXT:    kunpckbw %k0, %k1, %k1
; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:    retq
```

```
 %a = load <16 x float>, ptr %ptr
 %mask = fptoui <16 x float> %a to <16 x i1>
 %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
 ret <16 x i16> %select
}

define <16 x i16> @test_16f32toub_512(ptr %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
; CHECK-LABEL: test_16f32toub_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vcvttps2dq (%rdi), %zmm1
; CHECK-NEXT:    vpslld $31, %zmm1, %zmm1
; CHECK-NEXT:    vpmovd2m %zmm1, %k1
; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:    retq
 %a = load <16 x float>, ptr %ptr
 %mask = fptoui <16 x float> %a to <16 x i1>
 %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
 ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_256(ptr %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
;
 CHECK-LABEL: test_16f32tosb_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vcvttps2dq (%rdi), %ymm1
; CHECK-NEXT:    vpmovd2m %ymm1, %k0
; CHECK-NEXT:    vcvttps2dq 32(%rdi), %ymm1
; CHECK-NEXT:    vpmovd2m %ymm1, %k1
; CHECK-NEXT:    kunpckbw %k0, %k1, %k1
; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:    retq
 %a = load <16 x float>, ptr %ptr
 %mask = fptosi <16 x float> %a to <16 x i1>
 %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
 ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_512(ptr %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
; CHECK-LABEL: test_16f32tosb_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vcvttps2dq (%rdi), %zmm1
; CHECK-NEXT:    vpmovd2m %zmm1, %k1
; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:    retq
 %a = load <16 x float>, ptr %ptr
 %mask = fptosi <16 x float> %a to <16 x i1>
 %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
```

```
  ret <16 x i16> %select
}

define dso_local void @mul256(ptr %a, ptr %b, ptr %c) "min-legal-vector-width"="256" {
; CHECK-SKX-VBMI-LABEL: mul256:
; CHECK-SKX-VBMI:       # %bb.0:
; CHECK-SKX-VBMI-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-SKX-VBMI-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-SKX-VBMI-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-SKX-VBMI-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-SKX-VBMI-NEXT:    vpbroadcastw {{.*#+}} ymm4 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-SKX-VBMI-NEXT:    vpandn %ymm3, %ymm4, %ymm5
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %ymm5, %ymm1, %ymm5
; CHECK-SKX-VBMI-NEXT:    vpand %ymm4, %ymm3, %ymm3
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %ymm3, %ymm1, %ymm1
; CHECK-SKX-VBMI-NEXT:    vmovdqa {{.*#+}} ymm3 =
[0,32,2,34,4,36,6,38,8,40,10,42,12,44,14,46,16,48,18,50,20,52,22,54,24,56,26,58,28,60,30,62]
; CHECK-SKX-VBMI-NEXT:    vpermt2b %ymm5, %ymm3, %ymm1
; CHECK-SKX-VBMI-NEXT:    vpandn %ymm2, %ymm4, %ymm5
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw
 %ymm5, %ymm0, %ymm5
; CHECK-SKX-VBMI-NEXT:    vpand %ymm4, %ymm2, %ymm2
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %ymm2, %ymm0, %ymm0
; CHECK-SKX-VBMI-NEXT:    vpermt2b %ymm5, %ymm3, %ymm0
; CHECK-SKX-VBMI-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-SKX-VBMI-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-SKX-VBMI-NEXT:    vzeroupper
; CHECK-SKX-VBMI-NEXT:    retq
;
; CHECK-AVX512-LABEL: mul256:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-AVX512-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-AVX512-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-AVX512-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-AVX512-NEXT:    vpbroadcastw {{.*#+}} ymm4 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-AVX512-NEXT:    vpand %ymm4, %ymm3, %ymm5
; CHECK-AVX512-NEXT:    vpmaddubsw %ymm5, %ymm1, %ymm5
; CHECK-AVX512-NEXT:    vpandn %ymm3, %ymm4, %ymm3
; CHECK-AVX512-NEXT:    vpmaddubsw %ymm3, %ymm1, %ymm1
; CHECK-AVX512-NEXT:    vpsllw $8, %ymm1, %ymm1
; CHECK-AVX512-NEXT:
   vpternlogq {{.*#+}} ymm1 = ymm1 | (ymm5 & ymm4)
; CHECK-AVX512-NEXT:    vpand %ymm4, %ymm2, %ymm3
; CHECK-AVX512-NEXT:    vpmaddubsw %ymm3, %ymm0, %ymm3
; CHECK-AVX512-NEXT:    vpandn %ymm2, %ymm4, %ymm2
```

```
; CHECK-AVX512-NEXT:    vpmaddubsw %ymm2, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    vpsllw $8, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    vpternlogq {{.*#+}} ymm0 = ymm0 | (ymm3 & ymm4)
; CHECK-AVX512-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-AVX512-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: mul256:
; CHECK-VBMI:       # %bb.0:
; CHECK-VBMI-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-VBMI-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-VBMI-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-VBMI-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-VBMI-NEXT:    vpbroadcastw {{.*#+}} ymm4 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-VBMI-NEXT:    vpandn %ymm3, %ymm4, %ymm5
; CHECK-VBMI-NEXT:    vpmaddubsw %ymm5, %ymm1, %ymm5
;
 CHECK-VBMI-NEXT:    vpand %ymm4, %ymm3, %ymm3
; CHECK-VBMI-NEXT:    vpmaddubsw %ymm3, %ymm1, %ymm1
; CHECK-VBMI-NEXT:    vmovdqa {{.*#+}} ymm3 =
[0,32,2,34,4,36,6,38,8,40,10,42,12,44,14,46,16,48,18,50,20,52,22,54,24,56,26,58,28,60,30,62]
; CHECK-VBMI-NEXT:    vpermt2b %ymm5, %ymm3, %ymm1
; CHECK-VBMI-NEXT:    vpandn %ymm2, %ymm4, %ymm5
; CHECK-VBMI-NEXT:    vpmaddubsw %ymm5, %ymm0, %ymm5
; CHECK-VBMI-NEXT:    vpand %ymm4, %ymm2, %ymm2
; CHECK-VBMI-NEXT:    vpmaddubsw %ymm2, %ymm0, %ymm0
; CHECK-VBMI-NEXT:    vpermt2b %ymm5, %ymm3, %ymm0
; CHECK-VBMI-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-VBMI-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
 %d = load <64 x i8>, ptr %a
 %e = load <64 x i8>, ptr %b
 %f = mul <64 x i8> %d, %e
 store <64 x i8> %f, ptr %c
 ret void
}

define dso_local void @mul512(ptr %a, ptr %b, ptr %c) "min-legal-vector-width"="512" {
; CHECK-SKX-VBMI-LABEL: mul512:
; CHECK-SKX-VBMI:       # %bb.0:
; CHECK-SKX-VBMI-NEXT:
   vmovdqa64 (%rdi), %zmm0
; CHECK-SKX-VBMI-NEXT:    vmovdqa64 (%rsi), %zmm1
; CHECK-SKX-VBMI-NEXT:    vpbroadcastw {{.*#+}} zmm2 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,2
```

```
55,255,255,255,255,255]
; CHECK-SKX-VBMI-NEXT:    vpandnq %zmm1, %zmm2, %zmm3
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %zmm3, %zmm0, %zmm3
; CHECK-SKX-VBMI-NEXT:    vpandq %zmm2, %zmm1, %zmm1
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %zmm1, %zmm0, %zmm0
; CHECK-SKX-VBMI-NEXT:    vmovdqa64 {{.*#+}} zmm1 =
[0,64,2,66,4,68,6,70,8,72,10,74,12,76,14,78,16,80,18,82,20,84,22,86,24,88,26,90,28,92,30,94,32,96,34,98,36,100,3
8,102,40,104,42,106,44,108,46,110,48,112,50,114,52,116,54,118,56,120,58,122,60,124,62,126]
; CHECK-SKX-VBMI-NEXT:    vpermi2b %zmm3, %zmm0, %zmm1
; CHECK-SKX-VBMI-NEXT:    vmovdqa64 %zmm1, (%rdx)
; CHECK-SKX-VBMI-NEXT:    vzeroupper
; CHECK-SKX-VBMI-NEXT:    retq
;
; CHECK-AVX512-LABEL: mul512:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:
   vmovdqa64 (%rdi), %zmm0
; CHECK-AVX512-NEXT:    vmovdqa64 (%rsi), %zmm1
; CHECK-AVX512-NEXT:    vpbroadcastw {{.*#+}} zmm2 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,2
55,255,255,255,255,255]
; CHECK-AVX512-NEXT:    vpandq %zmm2, %zmm1, %zmm3
; CHECK-AVX512-NEXT:    vpmaddubsw %zmm3, %zmm0, %zmm3
; CHECK-AVX512-NEXT:    vpandnq %zmm1, %zmm2, %zmm1
; CHECK-AVX512-NEXT:    vpmaddubsw %zmm1, %zmm0, %zmm0
; CHECK-AVX512-NEXT:    vpsllw $8, %zmm0, %zmm0
; CHECK-AVX512-NEXT:    vpternlogq {{.*#+}} zmm0 = zmm0 | (zmm3 & zmm2)
; CHECK-AVX512-NEXT:    vmovdqa64 %zmm0, (%rdx)
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: mul512:
; CHECK-VBMI:       # %bb.0:
; CHECK-VBMI-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-VBMI-NEXT:    vmovdqa64 (%rsi), %zmm1
; CHECK-VBMI-NEXT:    vpbroadcastw {{.*#+}} zmm2 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,2
55,255,255,255,255,255]
;
 CHECK-VBMI-NEXT:    vpandnq %zmm1, %zmm2, %zmm3
; CHECK-VBMI-NEXT:    vpmaddubsw %zmm3, %zmm0, %zmm3
; CHECK-VBMI-NEXT:    vpandq %zmm2, %zmm1, %zmm1
; CHECK-VBMI-NEXT:    vpmaddubsw %zmm1, %zmm0, %zmm0
; CHECK-VBMI-NEXT:    vmovdqa64 {{.*#+}} zmm1 =
[0,64,2,66,4,68,6,70,8,72,10,74,12,76,14,78,16,80,18,82,20,84,22,86,24,88,26,90,28,92,30,94,32,96,34,98,36,100,3
8,102,40,104,42,106,44,108,46,110,48,112,50,114,52,116,54,118,56,120,58,122,60,124,62,126]
; CHECK-VBMI-NEXT:    vpermi2b %zmm3, %zmm0, %zmm1
; CHECK-VBMI-NEXT:    vmovdqa64 %zmm1, (%rdx)
```

```
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
 %d = load <64 x i8>, ptr %a
 %e = load <64 x i8>, ptr %b
 %f = mul <64 x i8> %d, %e
 store <64 x i8> %f, ptr %c
 ret void
}

; This threw an assertion at one point.
define <4 x i32> @mload_v4i32(<4 x i32> %trigger, ptr %addr, <4 x i32> %dst) "min-legal-vector-width"="256" {
; CHECK-LABEL: mload_v4i32:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vptestnmd
 %xmm0, %xmm0, %k1
; CHECK-NEXT:    vpblendmd (%rdi), %xmm1, %xmm0 {%k1}
; CHECK-NEXT:    retq
 %mask = icmp eq <4 x i32> %trigger, zeroinitializer
 %res = call <4 x i32> @llvm.masked.load.v4i32.p0(ptr %addr, i32 4, <4 x i1> %mask, <4 x i32> %dst)
 ret <4 x i32> %res
}
declare <4 x i32> @llvm.masked.load.v4i32.p0(ptr, i32, <4 x i1>, <4 x i32>)

define <16 x i32> @trunc_v16i64_v16i32(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i64_v16i32:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vmovdqa 64(%rdi), %ymm2
; CHECK-NEXT:    vmovdqa 96(%rdi), %ymm3
; CHECK-NEXT:    vpmovqd %ymm0, %xmm0
; CHECK-NEXT:    vpmovqd %ymm1, %xmm1
; CHECK-NEXT:    vinserti128 $1, %xmm1, %ymm0, %ymm0
; CHECK-NEXT:    vpmovqd %ymm2, %xmm1
; CHECK-NEXT:    vpmovqd %ymm3, %xmm2
; CHECK-NEXT:    vinserti128 $1, %xmm2, %ymm1, %ymm1
; CHECK-NEXT:    retq
 %a = load <16 x i64>, ptr %x
 %b = trunc <16 x i64>
 %a to <16 x i32>
 ret <16 x i32> %b
}

define <16 x i8> @trunc_v16i64_v16i8(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i64_v16i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
```

```
; CHECK-NEXT:    vmovdqa 64(%rdi), %ymm2
; CHECK-NEXT:    vmovdqa 96(%rdi), %ymm3
; CHECK-NEXT:    vpmovqb %ymm3, %xmm3
; CHECK-NEXT:    vpmovqb %ymm2, %xmm2
; CHECK-NEXT:    vpunpckldq {{.*#+}} xmm2 = xmm2[0],xmm3[0],xmm2[1],xmm3[1]
; CHECK-NEXT:    vpmovqb %ymm1, %xmm1
; CHECK-NEXT:    vpmovqb %ymm0, %xmm0
; CHECK-NEXT:    vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0],xmm0[1],xmm1[1]
; CHECK-NEXT:    vpunpcklqdq {{.*#+}} xmm0 = xmm0[0],xmm2[0]
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <16 x i64>, ptr %x
 %b = trunc <16 x i64> %a to <16 x i8>
 ret <16 x i8> %b
}

define <16 x i8> @trunc_v16i32_v16i8(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i32_v16i8:
; CHECK:       # %bb.0:
;
 CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpmovdb %ymm1, %xmm1
; CHECK-NEXT:    vpmovdb %ymm0, %xmm0
; CHECK-NEXT:    vpunpcklqdq {{.*#+}} xmm0 = xmm0[0],xmm1[0]
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %x
 %b = trunc <16 x i32> %a to <16 x i8>
 ret <16 x i8> %b
}

define <8 x i8> @trunc_v8i64_v8i8(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpmovqb %ymm1, %xmm1
; CHECK-NEXT:    vpmovqb %ymm0, %xmm0
; CHECK-NEXT:    vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0],xmm0[1],xmm1[1]
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <8 x i64>, ptr %x
 %b = trunc <8 x i64> %a to <8 x i8>
 ret <8 x i8> %b
}

define <8 x i16> @trunc_v8i64_v8i16(ptr %x) nounwind "min-legal-vector-width"="256" {
```

```
; CHECK-LABEL: trunc_v8i64_v8i16:
; CHECK:
      # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpmovqw %ymm1, %xmm1
; CHECK-NEXT:    vpmovqw %ymm0, %xmm0
; CHECK-NEXT:    vpunpcklqdq {{.*#+}} xmm0 = xmm0[0],xmm1[0]
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <8 x i64>, ptr %x
 %b = trunc <8 x i64> %a to <8 x i16>
 ret <8 x i16> %b
}

define <8 x i32> @trunc_v8i64_v8i32_zeroes(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i32_zeroes:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpsrlq $48, 32(%rdi), %ymm0
; CHECK-NEXT:    vpsrlq $48, (%rdi), %ymm1
; CHECK-NEXT:    vpackusdw %ymm0, %ymm1, %ymm0
; CHECK-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT:    retq
 %a = load <8 x i64>, ptr %x
 %b = lshr <8 x i64> %a, <i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48>
 %c = trunc <8 x i64> %b to <8 x i32>
 ret <8 x i32> %c
}

define <16 x i16> @trunc_v16i32_v16i16_zeroes(ptr %x) nounwind "min-legal-vector-width"="256"
 {
; CHECK-LABEL: trunc_v16i32_v16i16_zeroes:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-NEXT:    vpmovsxbw {{.*#+}} ymm0 = [1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31]
; CHECK-NEXT:    vpermi2w 32(%rdi), %ymm1, %ymm0
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %x
 %b = lshr <16 x i32> %a, <i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32
16, i32 16, i32 16, i32 16, i32 16>
 %c = trunc <16 x i32> %b to <16 x i16>
 ret <16 x i16> %c
}

define <32 x i8> @trunc_v32i16_v32i8_zeroes(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-SKX-VBMI-LABEL: trunc_v32i16_v32i8_zeroes:
; CHECK-SKX-VBMI:       # %bb.0:
; CHECK-SKX-VBMI-NEXT:    vmovdqa (%rdi), %ymm1
```

```
; CHECK-SKX-VBMI-NEXT:    vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-SKX-VBMI-NEXT:    vpermi2b 32(%rdi), %ymm1, %ymm0
; CHECK-SKX-VBMI-NEXT:    retq
;
;
 CHECK-AVX512-LABEL: trunc_v32i16_v32i8_zeroes:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vpsrlw $8, 32(%rdi), %ymm0
; CHECK-AVX512-NEXT:    vpsrlw $8, (%rdi), %ymm1
; CHECK-AVX512-NEXT:    vpackuswb %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: trunc_v32i16_v32i8_zeroes:
; CHECK-VBMI:       # %bb.0:
; CHECK-VBMI-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-VBMI-NEXT:    vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-VBMI-NEXT:    vpermi2b 32(%rdi), %ymm1, %ymm0
; CHECK-VBMI-NEXT:    retq
 %a = load <32 x i16>, ptr %x
 %b = lshr <32 x i16> %a, <i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8,
i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8>
 %c = trunc <32 x i16> %b to <32 x i8>
 ret <32
 x i8> %c
}

define <8 x i32> @trunc_v8i64_v8i32_sign(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i32_sign:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpsraq $48, 32(%rdi), %ymm0
; CHECK-NEXT:    vpsraq $48, (%rdi), %ymm1
; CHECK-NEXT:    vpackssdw %ymm0, %ymm1, %ymm0
; CHECK-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT:    retq
 %a = load <8 x i64>, ptr %x
 %b = ashr <8 x i64> %a, <i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48>
 %c = trunc <8 x i64> %b to <8 x i32>
 ret <8 x i32> %c
}

define <16 x i16> @trunc_v16i32_v16i16_sign(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i32_v16i16_sign:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-NEXT:    vpmovsxbw {{.*#+}} ymm0 = [1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31]
```

```
; CHECK-NEXT:    vpermi2w 32(%rdi), %ymm1, %ymm0
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %x
 %b = ashr <16 x i32> %a, <i32 16, i32 16, i32 16,
 i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16>
 %c = trunc <16 x i32> %b to <16 x i16>
 ret <16 x i16> %c
}

define <32 x i8> @trunc_v32i16_v32i8_sign(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-SKX-VBMI-LABEL: trunc_v32i16_v32i8_sign:
; CHECK-SKX-VBMI:       # %bb.0:
; CHECK-SKX-VBMI-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-SKX-VBMI-NEXT:    vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-SKX-VBMI-NEXT:    vpermi2b 32(%rdi), %ymm1, %ymm0
; CHECK-SKX-VBMI-NEXT:    retq
;
; CHECK-AVX512-LABEL: trunc_v32i16_v32i8_sign:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vpsrlw $8, 32(%rdi), %ymm0
; CHECK-AVX512-NEXT:    vpsrlw $8, (%rdi), %ymm1
; CHECK-AVX512-NEXT:    vpackuswb %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: trunc_v32i16_v32i8_sign:
; CHECK-VBMI:
      # %bb.0:
; CHECK-VBMI-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-VBMI-NEXT:    vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-VBMI-NEXT:    vpermi2b 32(%rdi), %ymm1, %ymm0
; CHECK-VBMI-NEXT:    retq
 %a = load <32 x i16>, ptr %x
 %b = ashr <32 x i16> %a, <i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8,
i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8>
 %c = trunc <32 x i16> %b to <32 x i8>
 ret <32 x i8> %c
}

define dso_local void @zext_v16i8_v16i64(<16 x i8> %x, ptr %y) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: zext_v16i8_v16i64:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovzxbw {{.*#+}} ymm1 =
xmm0[0],zero,xmm0[1],zero,xmm0[2],zero,xmm0[3],zero,xmm0[4],zero,xmm0[5],zero,xmm0[6],zero,xmm0[7],zer
o,xmm0[8],zero,xmm0[9],zero,xmm0[10],zero,xmm0[11],zero,xmm0[12],zero,xmm0[13],zero,xmm0[14],zero,xm
m0[15],zero
```

```
;
 CHECK-NEXT:    vpshufd {{.*#+}} xmm2 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovzxwq {{.*#+}} ymm2 =
xmm2[0],zero,zero,zero,xmm2[1],zero,zero,zero,xmm2[2],zero,zero,zero,xmm2[3],zero,zero,zero
; CHECK-NEXT:    vextracti128 $1, %ymm1, %xmm1
; CHECK-NEXT:    vpshufd {{.*#+}} xmm3 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovzxwq {{.*#+}} ymm3 =
xmm3[0],zero,zero,zero,xmm3[1],zero,zero,zero,xmm3[2],zero,zero,zero,xmm3[3],zero,zero,zero
; CHECK-NEXT:    vpmovzxwq {{.*#+}} ymm1 =
xmm1[0],zero,zero,zero,xmm1[1],zero,zero,zero,xmm1[2],zero,zero,zero,xmm1[3],zero,zero,zero
; CHECK-NEXT:    vpmovzxbq {{.*#+}} ymm0 =
xmm0[0],zero,zero,zero,zero,zero,zero,zero,zero,xmm0[1],zero,zero,zero,zero,zero,zero,zero,zero,xmm0[2],zero,zero,zero,zer
o,zero,zero,zero,xmm0[3],zero,zero,zero,zero,zero,zero,zero
; CHECK-NEXT:    vmovdqa %ymm0, (%rdi)
; CHECK-NEXT:    vmovdqa %ymm1, 64(%rdi)
; CHECK-NEXT:    vmovdqa %ymm3, 96(%rdi)
; CHECK-NEXT:    vmovdqa %ymm2, 32(%rdi)
; CHECK-NEXT:
   vzeroupper
; CHECK-NEXT:    retq
 %a = zext <16 x i8> %x to <16 x i64>
 store <16 x i64> %a, ptr %y
 ret void
}

define dso_local void @sext_v16i8_v16i64(<16 x i8> %x, ptr %y) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: sext_v16i8_v16i64:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovsxbw %xmm0, %ymm1
; CHECK-NEXT:    vpshufd {{.*#+}} xmm2 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovsxwq %xmm2, %ymm2
; CHECK-NEXT:    vextracti128 $1, %ymm1, %xmm1
; CHECK-NEXT:    vpshufd {{.*#+}} xmm3 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovsxwq %xmm3, %ymm3
; CHECK-NEXT:    vpmovsxwq %xmm1, %ymm1
; CHECK-NEXT:    vpmovsxbq %xmm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdi)
; CHECK-NEXT:    vmovdqa %ymm1, 64(%rdi)
; CHECK-NEXT:    vmovdqa %ymm3, 96(%rdi)
; CHECK-NEXT:    vmovdqa %ymm2, 32(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = sext <16 x i8> %x to <16 x i64>
 store <16 x i64> %a, ptr %y
 ret void
}

define dso_local void @vselect_split_v8i16_setcc(<8 x i16> %s,
```

```
 <8 x i16> %t, ptr %p, ptr %q, ptr %r) "min-legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v8i16_setcc:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:    vpcmpeqw %xmm1, %xmm0, %k1
; CHECK-NEXT:    kshiftrb $4, %k1, %k2
; CHECK-NEXT:    vmovdqa64 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT:    vmovdqa64 (%rdi), %ymm2 {%k1}
; CHECK-NEXT:    vmovdqa %ymm2, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <8 x i64>, ptr %p
 %y = load <8 x i64>, ptr %q
 %a = icmp eq <8 x i16> %s, %t
 %b = select <8 x i1> %a, <8 x i64> %x, <8 x i64> %y
 store <8 x i64> %b, ptr %r
 ret void
}

define dso_local void @vselect_split_v8i32_setcc(<8 x i32> %s, <8 x i32> %t, ptr %p, ptr %q, ptr %r) "min-legal-
vector-width"="256" {
; CHECK-LABEL: vselect_split_v8i32_setcc:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:
    vpcmpeqd %ymm1, %ymm0, %k1
; CHECK-NEXT:    kshiftrb $4, %k1, %k2
; CHECK-NEXT:    vmovdqa64 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT:    vmovdqa64 (%rdi), %ymm2 {%k1}
; CHECK-NEXT:    vmovdqa %ymm2, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <8 x i64>, ptr %p
 %y = load <8 x i64>, ptr %q
 %a = icmp eq <8 x i32> %s, %t
 %b = select <8 x i1> %a, <8 x i64> %x, <8 x i64> %y
 store <8 x i64> %b, ptr %r
 ret void
}

define dso_local void @vselect_split_v16i8_setcc(<16 x i8> %s, <16 x i8> %t, ptr %p, ptr %q, ptr %r) "min-legal-
vector-width"="256" {
; CHECK-LABEL: vselect_split_v16i8_setcc:
; CHECK:       # %bb.0:
```

```
; CHECK-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:    vpcmpeqb %xmm1, %xmm0, %k1
; CHECK-NEXT:    kshiftrw $8, %k1, %k2
; CHECK-NEXT:    vmovdqa32 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT:    vmovdqa32 (%rdi), %ymm2 {%k1}
; CHECK-NEXT:    vmovdqa %ymm2, (%rdx)
; CHECK-NEXT:
   vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <16 x i32>, ptr %p
 %y = load <16 x i32>, ptr %q
 %a = icmp eq <16 x i8> %s, %t
 %b = select <16 x i1> %a, <16 x i32> %x, <16 x i32> %y
 store <16 x i32> %b, ptr %r
 ret void
}

define dso_local void @vselect_split_v16i16_setcc(<16 x i16> %s, <16 x i16> %t, ptr %p, ptr %q, ptr %r) "min-
legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v16i16_setcc:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:    vpcmpeqw %ymm1, %ymm0, %k1
; CHECK-NEXT:    kshiftrw $8, %k1, %k2
; CHECK-NEXT:    vmovdqa32 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT:    vmovdqa32 (%rdi), %ymm2 {%k1}
; CHECK-NEXT:    vmovdqa %ymm2, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <16 x i32>, ptr %p
 %y = load <16 x i32>, ptr %q
 %a = icmp eq <16 x i16> %s, %t
 %b = select <16 x i1> %a, <16 x
 i32> %x, <16 x i32> %y
 store <16 x i32> %b, ptr %r
 ret void
}

define <16 x i8> @trunc_packus_v16i32_v16i8(ptr %p) "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_packus_v16i32_v16i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vpackusdw 32(%rdi), %ymm0, %ymm0
; CHECK-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
```

```
; CHECK-NEXT:    vpmovuswb %ymm0, %xmm0
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %p
 %b = icmp slt <16 x i32> %a, <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
 %c = select <16 x i1> %b, <16 x i32> %a, <16 x i32> <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
 %d = icmp sgt <16 x i32> %c, zeroinitializer
 %e = select <16 x i1> %d, <16 x i32> %c, <16 x i32> zeroinitializer
 %f = trunc <16 x i32> %e
 to <16 x i8>
 ret <16 x i8> %f
}

define dso_local void @trunc_packus_v16i32_v16i8_store(ptr %p, ptr %q) "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_packus_v16i32_v16i8_store:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vpackusdw 32(%rdi), %ymm0, %ymm0
; CHECK-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT:    vpmovuswb %ymm0, (%rsi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %p
 %b = icmp slt <16 x i32> %a, <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
 %c = select <16 x i1> %b, <16 x i32> %a, <16 x i32> <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
 %d = icmp sgt <16 x i32> %c, zeroinitializer
 %e = select <16 x i1> %d, <16 x i32> %c, <16 x i32> zeroinitializer
 %f = trunc <16 x i32> %e to <16
 x i8>
 store <16 x i8> %f, ptr %q
 ret void
}

define <64 x i1> @v64i1_argument_return(<64 x i1> %x) "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_argument_return:
; CHECK:       # %bb.0:
; CHECK-NEXT:    retq
 ret <64 x i1> %x
}

define dso_local void @v64i1_shuffle(ptr %x, ptr %y) "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_shuffle:
; CHECK:       # %bb.0: # %entry
; CHECK-NEXT:    vmovdqa (%rdi), %ymm1
```

```
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm0
; CHECK-NEXT:    vptestnmb %ymm1, %ymm1, %k0
; CHECK-NEXT:    kshiftrd $1, %k0, %k1
; CHECK-NEXT:    kshiftlq $63, %k0, %k2
; CHECK-NEXT:    kshiftrq $62, %k2, %k2
; CHECK-NEXT:    kshiftlq $63, %k1, %k1
; CHECK-NEXT:    kshiftrq $63, %k1, %k1
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-5, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $3, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $61, %k2, %k2
; CHECK-NEXT:    korq %k2,
 %k1, %k1
; CHECK-NEXT:    movq $-9, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $2, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $60, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-17, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $5, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $59, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-33, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $4, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $58, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-65, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $7, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $57, %k2,
 %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-129, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
```

```
; CHECK-NEXT:    kshiftrd $6, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $56, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-257, %rax # imm = 0xFEFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $9, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $55, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-513, %rax # imm = 0xFDFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $8, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $54, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-1025, %rax # imm = 0xFBFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $11,
 %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $53, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-2049, %rax # imm = 0xF7FF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $10, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $52, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-4097, %rax # imm = 0xEFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $13, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $51, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-8193, %rax # imm = 0xDFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $12, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $50, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-16385, %rax # imm = 0xBFFF
```

```
;
 CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $15, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $49, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-32769, %rax # imm = 0xFFFF7FFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $14, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $48, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-65537, %rax # imm = 0xFFFEFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $17, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $47, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-131073, %rax # imm = 0xFFFDFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $16, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
;
 CHECK-NEXT:    kshiftrq $46, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-262145, %rax # imm = 0xFFFBFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $19, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $45, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-524289, %rax # imm = 0xFFF7FFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $18, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $44, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-1048577, %rax # imm = 0xFFEFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $21, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
```

```
; CHECK-NEXT:    kshiftrq $43, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-2097153, %rax # imm = 0xFFDFFFFF
; CHECK-NEXT:    kmovq
 %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $20, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $42, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-4194305, %rax # imm = 0xFFBFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $23, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $41, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-8388609, %rax # imm = 0xFF7FFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $22, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $40, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-16777217, %rax # imm = 0xFEFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $25, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq
 $39, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-33554433, %rax # imm = 0xFDFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $24, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $38, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-67108865, %rax # imm = 0xFBFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $27, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $37, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-134217729, %rax # imm = 0xF7FFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
```

```
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $26, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $36, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-268435457, %rax # imm = 0xEFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
;
 CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $29, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $35, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-536870913, %rax # imm = 0xDFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $28, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $34, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-1073741825, %rax # imm = 0xBFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $31, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $33, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movabsq $-2147483649, %rax # imm = 0xFFFFFFFF7FFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k2
; CHECK-NEXT:    vptestnmb %ymm0, %ymm0, %k1
; CHECK-NEXT:    kshiftrd $30, %k0, %k0
; CHECK-NEXT:
   kshiftlq $63, %k0, %k0
; CHECK-NEXT:    kshiftrq $32, %k0, %k0
; CHECK-NEXT:    korq %k0, %k2, %k0
; CHECK-NEXT:    movabsq $-4294967297, %rax # imm = 0xFFFFFFFEFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $1, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $31, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-8589934593, %rax # imm = 0xFFFFFFFDFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftlq $63, %k1, %k2
; CHECK-NEXT:    kshiftrq $30, %k2, %k2
```

```
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-17179869185, %rax # imm = 0xFFFFFFFBFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $3, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $29, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-34359738369, %rax
 # imm = 0xFFFFFFF7FFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $2, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $28, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-68719476737, %rax # imm = 0xFFFFFFEFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $5, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $27, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-137438953473, %rax # imm = 0xFFFFFFDFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $4, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $26, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-274877906945, %rax # imm = 0xFFFFFFBFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:
   kshiftrd $7, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $25, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-549755813889, %rax # imm = 0xFFFFFF7FFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $6, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $24, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-1099511627777, %rax # imm = 0xFFFFFEFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
```

```
; CHECK-NEXT:    kshiftrd $9, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $23, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-2199023255553, %rax # imm = 0xFFFFFDFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $8, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $22, %k2,
 %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-4398046511105, %rax # imm = 0xFFFFFBFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $11, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $21, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-8796093022209, %rax # imm = 0xFFFFF7FFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $10, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $20, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-17592186044417, %rax # imm = 0xFFFFEFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $13, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $19, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-35184372088833, %rax # imm = 0xFFFFDFFFFFFFFFFF
;
 CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $12, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $18, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-70368744177665, %rax # imm = 0xFFFFBFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $15, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $17, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
```

```
; CHECK-NEXT:    movabsq $-140737488355329, %rax # imm = 0xFFFF7FFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $14, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $16, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-281474976710657, %rax # imm = 0xFFFEFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:
   kshiftrd $17, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $15, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-562949953421313, %rax # imm = 0xFFFDFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $16, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $14, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-1125899906842625, %rax # imm = 0xFFFBFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $19, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $13, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-2251799813685249, %rax # imm = 0xFFF7FFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $18, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq
 $12, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-4503599627370497, %rax # imm = 0xFFEFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $21, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $11, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-9007199254740993, %rax # imm = 0xFFDFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $20, %k1, %k2
```

```
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $10, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-18014398509481985, %rax # imm = 0xFFBFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $23, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $9, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-36028797018963969,
 %rax # imm = 0xFF7FFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $22, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $8, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-72057594037927937, %rax # imm = 0xFEFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $25, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $7, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-144115188075855873, %rax # imm = 0xFDFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $24, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $6, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-288230376151711745, %rax # imm = 0xFBFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:
   kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $27, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $5, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-576460752303423489, %rax # imm = 0xF7FFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $26, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $4, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-1152921504606846977, %rax # imm = 0xEFFFFFFFFFFFFFF
```

```
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $29, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $3, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-2305843009213693953, %rax # imm = 0xDFFFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $28, %k1, %k2
; CHECK-NEXT:    kshiftlq
 $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $2, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-4611686018427387905, %rax # imm = 0xBFFFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $31, %k1, %k2
; CHECK-NEXT:    kshiftlq $62, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $30, %k1, %k1
; CHECK-NEXT:    kshiftlq $1, %k0, %k0
; CHECK-NEXT:    kshiftrq $1, %k0, %k0
; CHECK-NEXT:    kshiftlq $63, %k1, %k1
; CHECK-NEXT:    korq %k1, %k0, %k1
; CHECK-NEXT:    vmovdqu8 %ymm1, (%rsi) {%k1}
; CHECK-NEXT:    kshiftrq $32, %k1, %k1
; CHECK-NEXT:    vmovdqu8 %ymm0, 32(%rsi) {%k1}
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
entry:
 %a = load <64 x i8>, ptr %x
 %b = icmp eq <64 x i8> %a, zeroinitializer
 %shuf = shufflevector <64 x i1> %b, <64 x i1> undef, <64 x i32> <i32 1, i32 0, i32 3, i32 2, i32 5, i32 4, i32 7, i32
6, i32 9, i32 8, i32 11, i32 10, i32 13, i32 12, i32 15, i32
 14, i32 17, i32 16, i32 19, i32 18, i32 21, i32 20, i32 23, i32 22, i32 25, i32 24, i32 27, i32 26, i32 29, i32 28, i32
31, i32 30, i32 33, i32 32, i32 35, i32 34, i32 37, i32 36, i32 39, i32 38, i32 41, i32 40, i32 43, i32 42, i32 45, i32 44,
i32 47, i32 46, i32 49, i32 48, i32 51, i32 50, i32 53, i32 52, i32 55, i32 54, i32 57, i32 56, i32 59, i32 58, i32 61, i32
60, i32 63, i32 62>
 call void @llvm.masked.store.v64i8.p0(<64 x i8> %a, ptr %y, i32 1, <64 x i1> %shuf)
 ret void
}
declare void @llvm.masked.store.v64i8.p0(<64 x i8>, ptr, i32, <64 x i1>)

@mem64_dst = dso_local global i64 0, align 8
@mem64_src = dso_local global i64 0, align 8
define dso_local i32 @v64i1_inline_asm() "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_inline_asm:
```

```
; CHECK:       # %bb.0:
; CHECK-NEXT:    kmovq mem64_src(%rip), %k0
; CHECK-NEXT:    #APP
; CHECK-NEXT:    #NO_APP
; CHECK-NEXT:    kmovq %k0, mem64_dst(%rip)
; CHECK-NEXT:    movl -{{[0-9]+}}(%rsp), %eax
; CHECK-NEXT:    retq
 %1 = alloca i32,
 align 4
 %2 = load i64, ptr @mem64_src, align 8
 %3 = call i64 asm "", "=k,k,~{dirflag},~{fpsr},~{flags}"(i64 %2)
 store i64 %3, ptr @mem64_dst, align 8
 %4 = load i32, ptr %1, align 4
 ret i32 %4
}

define dso_local void @cmp_v8i64_sext(ptr %xptr, ptr %yptr, ptr %zptr) "min-legal-vector-width"="256" {
; CHECK-LABEL: cmp_v8i64_sext:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm1
; CHECK-NEXT:    vpcmpgtq 32(%rdi), %ymm1, %ymm1
; CHECK-NEXT:    vpcmpgtq (%rdi), %ymm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <8 x i64>, ptr %xptr
 %y = load <8 x i64>, ptr %yptr
 %cmp = icmp slt <8 x i64> %x, %y
 %ext = sext <8 x i1> %cmp to <8 x i64>
 store <8 x i64> %ext, ptr %zptr
 ret void
}

define dso_local void @cmp_v8i64_zext(ptr %xptr, ptr %yptr, ptr %zptr) "min-legal-vector-width"="256" {
; CHECK-LABEL: cmp_v8i64_zext:
;
 CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm1
; CHECK-NEXT:    vpcmpgtq 32(%rdi), %ymm1, %ymm1
; CHECK-NEXT:    vpcmpgtq (%rdi), %ymm0, %ymm0
; CHECK-NEXT:    vpsrlq $63, %ymm1, %ymm1
; CHECK-NEXT:    vpsrlq $63, %ymm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:    vzeroupper
```

```
; CHECK-NEXT:    retq
 %x = load <8 x i64>, ptr %xptr
 %y = load <8 x i64>, ptr %yptr
 %cmp = icmp slt <8 x i64> %x, %y
 %ext = zext <8 x i1> %cmp to <8 x i64>
 store <8 x i64> %ext, ptr %zptr
 ret void
}

define <16 x i8> @var_rotate_v16i8(<16 x i8> %a, <16 x i8> %b) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: var_rotate_v16i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to4}, %xmm1, %xmm1
; CHECK-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-NEXT:    vpunpckhbw {{.*#+}} xmm2 =
xmm1[8],xmm2[8],xmm1[9],xmm2[9],xmm1[10],xmm2[10],xmm1[11],xmm2[11],xmm1[12],xmm2[12],xmm1[13
],xmm2[13],xmm1[14],xmm2[14],xmm1[15],xmm2[15]
;
 CHECK-NEXT:    vpunpckhbw {{.*#+}} xmm3 = xmm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15]
; CHECK-NEXT:    vpsllvw %xmm2, %xmm3, %xmm2
; CHECK-NEXT:    vpsrlw $8, %xmm2, %xmm2
; CHECK-NEXT:    vpunpcklbw {{.*#+}} xmm0 = xmm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7]
; CHECK-NEXT:    vpmovzxbw {{.*#+}} xmm1 =
xmm1[0],zero,xmm1[1],zero,xmm1[2],zero,xmm1[3],zero,xmm1[4],zero,xmm1[5],zero,xmm1[6],zero,xmm1[7],zer
o
; CHECK-NEXT:    vpsllvw %xmm1, %xmm0, %xmm0
; CHECK-NEXT:    vpsrlw $8, %xmm0, %xmm0
; CHECK-NEXT:    vpackuswb %xmm2, %xmm0, %xmm0
; CHECK-NEXT:    retq
 %b8 = sub <16 x i8> <i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8>, %b
 %shl = shl <16 x i8> %a, %b
 %lshr = lshr <16 x i8> %a, %b8
 %or = or <16 x i8> %shl, %lshr
 ret <16 x i8> %or
}

define <32 x i8> @var_rotate_v32i8(<32 x i8> %a, <32 x i8> %b) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: var_rotate_v32i8:
;
 CHECK:       # %bb.0:
; CHECK-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm1, %ymm1
; CHECK-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-NEXT:    vpunpckhbw {{.*#+}} ymm3 =
ymm1[8],ymm2[8],ymm1[9],ymm2[9],ymm1[10],ymm2[10],ymm1[11],ymm2[11],ymm1[12],ymm2[12],ymm1[13
],ymm2[13],ymm1[14],ymm2[14],ymm1[15],ymm2[15],ymm1[24],ymm2[24],ymm1[25],ymm2[25],ymm1[26],ym
m2[26],ymm1[27],ymm2[27],ymm1[28],ymm2[28],ymm1[29],ymm2[29],ymm1[30],ymm2[30],ymm1[31],ymm2[
31]
; CHECK-NEXT:    vpunpckhbw {{.*#+}} ymm4 =
```

```
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-NEXT:    vpsllvw %ymm3, %ymm4, %ymm3
; CHECK-NEXT:    vpsrlw $8, %ymm3, %ymm3
; CHECK-NEXT:    vpunpcklbw {{.*#+}} ymm1 =
ymm1[0],ymm2[0],ymm1[1],ymm2[1],ymm1[2],ymm2[2],ymm1[3],ymm2[3],ymm1[4],ymm2[4],ymm1[5],ymm2[
5],ymm1[6],ymm2[6],ymm1[7],ymm2[7],ymm1[16],ymm2[16],ymm1[17],ymm2[17],ymm1[18],ymm2[18],ymm1[
19],ymm2[19],ymm1[20],ymm2[20],ymm1[21],ymm2[21],ymm1[22],ymm2[22],ymm1[23],ymm2[23]
;
 CHECK-NEXT:    vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-NEXT:    vpsllvw %ymm1, %ymm0, %ymm0
; CHECK-NEXT:    vpsrlw $8, %ymm0, %ymm0
; CHECK-NEXT:    vpackuswb %ymm3, %ymm0, %ymm0
; CHECK-NEXT:    retq
 %b8 = sub <32 x i8> <i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8
8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8>, %b
 %shl = shl <32 x i8> %a, %b
 %lshr = lshr <32 x i8> %a, %b8
 %or = or <32 x i8> %shl, %lshr
 ret <32 x i8> %or
}

define <32 x i8> @splatvar_rotate_v32i8(<32 x i8> %a, <32 x i8> %b) nounwind "min-legal-vector-width"="256"
{
; CHECK-LABEL: splatvar_rotate_v32i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpunpckhbw {{.*#+}} ymm2 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-NEXT:    vpand {{\.?LCPI[0-9]+_[0-9]+}}(%rip),
 %xmm1, %xmm1
; CHECK-NEXT:    vpsllw %xmm1, %ymm2, %ymm2
; CHECK-NEXT:    vpsrlw $8, %ymm2, %ymm2
; CHECK-NEXT:    vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-NEXT:    vpsllw %xmm1, %ymm0, %ymm0
; CHECK-NEXT:    vpsrlw $8, %ymm0, %ymm0
; CHECK-NEXT:    vpackuswb %ymm2, %ymm0, %ymm0
; CHECK-NEXT:    retq
 %splat = shufflevector <32 x i8> %b, <32 x i8> undef, <32 x i32> zeroinitializer
 %splat8 = sub <32 x i8> <i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8
8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8>, %splat
 %shl = shl <32 x i8> %a, %splat
 %lshr = lshr <32 x i8> %a, %splat8
 %or = or <32 x i8> %shl, %lshr
 ret <32 x i8> %or
}

define <32 x i8> @constant_rotate_v32i8(<32 x i8> %a) nounwind "min-legal-vector-width"="256" {
```

```
; CHECK-LABEL: constant_rotate_v32i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:
   vpunpckhbw {{.*#+}} ymm1 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-NEXT:    vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm1, %ymm1
; CHECK-NEXT:    vpsrlw $8, %ymm1, %ymm1
; CHECK-NEXT:    vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-NEXT:    vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm0, %ymm0
; CHECK-NEXT:    vpsrlw $8, %ymm0, %ymm0
; CHECK-NEXT:    vpackuswb %ymm1, %ymm0, %ymm0
; CHECK-NEXT:    retq
 %shl = shl <32 x i8> %a, <i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7, i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1, i8 0, i8
1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7, i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1>
 %lshr = lshr <32 x i8> %a, <i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1, i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7, i8 8,
i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1, i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7>
  %or = or <32 x i8> %shl, %lshr
 ret <32 x i8> %or
}

define <32 x i8> @splatconstant_rotate_v32i8(<32 x i8> %a) nounwind "min-legal-vector-width"="256" {
; CHECK-SKX-LABEL: splatconstant_rotate_v32i8:
; CHECK-SKX:       # %bb.0:
; CHECK-SKX-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-SKX-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-SKX-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: splatconstant_rotate_v32i8:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-AVX512-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI1-LABEL: splatconstant_rotate_v32i8:
; CHECK-VBMI1:       # %bb.0:
; CHECK-VBMI1-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-VBMI1-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-VBMI1-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-VBMI1-NEXT:    retq
;
; CHECK-GFNI-LABEL:
 splatconstant_rotate_v32i8:
; CHECK-GFNI:       # %bb.0:
; CHECK-GFNI-NEXT:    vgf2p8affineqb $0, {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to4}, %ymm0, %ymm0
; CHECK-GFNI-NEXT:    retq
```

```
 %shl = shl <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
 %lshr = lshr <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
 %or = or <32 x i8> %shl, %lshr
 ret <32 x i8> %or
}

define <32 x i8> @splatconstant_rotate_mask_v32i8(<32 x i8> %a) nounwind "min-legal-vector-width"="256" {
; CHECK-SKX-LABEL: splatconstant_rotate_mask_v32i8:
; CHECK-SKX:       # %bb.0:
; CHECK-SKX-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-SKX-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-SKX-NEXT:    vpternlogd {{.*#+}}
 ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-SKX-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm0, %ymm0
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: splatconstant_rotate_mask_v32i8:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-AVX512-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-AVX512-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI1-LABEL: splatconstant_rotate_mask_v32i8:
; CHECK-VBMI1:       # %bb.0:
; CHECK-VBMI1-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-VBMI1-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-VBMI1-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-VBMI1-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm0, %ymm0
; CHECK-VBMI1-NEXT:    retq
;
; CHECK-GFNI-LABEL: splatconstant_rotate_mask_v32i8:
; CHECK-GFNI:       # %bb.0:
; CHECK-GFNI-NEXT:    vgf2p8affineqb
 $0, {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to4}, %ymm0, %ymm0
; CHECK-GFNI-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm0, %ymm0
; CHECK-GFNI-NEXT:    retq
 %shl = shl <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
 %lshr = lshr <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
 %rmask = and <32 x i8> %lshr, <i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55>
 %lmask = and <32 x i8> %shl, <i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33,
```

```
i8 33,
 i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33>
 %or = or <32 x i8> %lmask, %rmask
 ret <32 x i8> %or
}
; RUN: llc -mtriple=hexagon < %s
; REQUIRES: asserts

; The two loads based on %struct.0, loading two different data types
; cause LSR to assume type "void" for the memory type. This would then
; cause an assert in isLegalAddressingMode. Make sure we no longer crash.

target triple = "hexagon"

%struct.0 = type { ptr, i8, %union.anon.0 }
%union.anon.0 = type { ptr }

define hidden fastcc void @fred() unnamed_addr #0 {
entry:
 br i1 undef, label %while.end, label %while.body.lr.ph

while.body.lr.ph:                                 ; preds = %entry
 br label %while.body

while.body:                                       ; preds = %exit.2, %while.body.lr.ph
 %lsr.iv = phi ptr [ %cgep22, %exit.2 ], [ undef, %while.body.lr.ph ]
 switch i32 undef, label %exit [
   i32 1, label %sw.bb.i
   i32 2, label %sw.bb3.i
 ]

sw.bb.i:                                          ; preds = %while.body
 unreachable

sw.bb3.i:                                         ; preds = %while.body
 unreachable

exit:
                                                  ; preds = %while.body
 switch i32 undef, label %exit.2 [
   i32 1, label %sw.bb.i17
   i32 2, label %sw.bb3.i20
 ]

sw.bb.i17:                                        ; preds = %.exit
 %0 = load i32, ptr %lsr.iv, align 4
 unreachable
```

```
sw.bb3.i20:                                       ; preds = %exit
 %1 = load ptr, ptr %lsr.iv, align 4
 unreachable

exit.2:                                           ; preds = %exit
 %cgep22 = getelementptr %struct.0, ptr %lsr.iv, i32 1
 br label %while.body

while.end:                                        ; preds = %entry
 ret void
}

attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" }
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=x86_64-linux-android -mattr=+mmx -enable-legalize-types-checking | FileCheck %s
;
; D31946
; Check that we dont end up with the ""LLVM ERROR: Cannot select" error.
; Additionally ensure that the output code actually put fp128 values in SSE registers.

declare fp128 @llvm.fabs.f128(fp128)
declare fp128 @llvm.copysign.f128(fp128, fp128)

define fp128 @TestSelect(fp128 %a, fp128 %b) {
; CHECK-LABEL: TestSelect:
; CHECK:       # %bb.0:
; CHECK-NEXT:    pushq %rbx
; CHECK-NEXT:    .cfi_def_cfa_offset 16
; CHECK-NEXT:    subq $32, %rsp
; CHECK-NEXT:    .cfi_def_cfa_offset 48
; CHECK-NEXT:    .cfi_offset %rbx, -16
; CHECK-NEXT:    movaps %xmm1, {{[-0-9]+}}(%r{{[sb]}}p) # 16-byte Spill
; CHECK-NEXT:    movaps %xmm0, (%rsp) # 16-byte Spill
; CHECK-NEXT:    callq __gttf2@PLT
; CHECK-NEXT:    movl %eax, %ebx
; CHECK-NEXT:    movaps (%rsp), %xmm0 # 16-byte Reload
; CHECK-NEXT:    movaps {{[-0-9]+}}(%r{{[sb]}}p),
 %xmm1 # 16-byte Reload
; CHECK-NEXT:    callq __subtf3@PLT
; CHECK-NEXT:    testl %ebx, %ebx
; CHECK-NEXT:    jg .LBB0_2
; CHECK-NEXT:  # %bb.1:
; CHECK-NEXT:    xorps %xmm0, %xmm0
; CHECK-NEXT:  .LBB0_2:
; CHECK-NEXT:    addq $32, %rsp
; CHECK-NEXT:    .cfi_def_cfa_offset 16
; CHECK-NEXT:    popq %rbx
; CHECK-NEXT:    .cfi_def_cfa_offset 8
```

```
; CHECK-NEXT:    retq
 %cmp = fcmp ogt fp128 %a, %b
 %sub = fsub fp128 %a, %b
 %res = select i1 %cmp, fp128 %sub, fp128 0xL00000000000000000000000000000000
 ret fp128 %res
}

define fp128 @TestFabs(fp128 %a) {
; CHECK-LABEL: TestFabs:
; CHECK:       # %bb.0:
; CHECK-NEXT:    andps {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %xmm0
; CHECK-NEXT:    retq
 %res = call fp128 @llvm.fabs.f128(fp128 %a)
 ret fp128 %res
}

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
; CHECK-LABEL: TestCopysign:
; CHECK:       # %bb.0:
; CHECK-NEXT:    andps {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %xmm1
; CHECK-NEXT:    andps {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %xmm0
; CHECK-NEXT:
   orps %xmm1, %xmm0
; CHECK-NEXT:    retq
 %res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
 ret fp128 %res
}

define fp128 @TestFneg(fp128 %a) {
; CHECK-LABEL: TestFneg:
; CHECK:       # %bb.0:
; CHECK-NEXT:    pushq %rax
; CHECK-NEXT:    .cfi_def_cfa_offset 16
; CHECK-NEXT:    movaps %xmm0, %xmm1
; CHECK-NEXT:    callq __multf3@PLT
; CHECK-NEXT:    xorps {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %xmm0
; CHECK-NEXT:    popq %rax
; CHECK-NEXT:    .cfi_def_cfa_offset 8
; CHECK-NEXT:    retq
 %mul = fmul fp128 %a, %a
 %res = fsub fp128 0xL00000000000000008000000000000000, %mul
 ret fp128 %res
}
```

---

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; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc -mtriple=amdgcn -mcpu=fiji < %s | FileCheck -check-prefixes=VI %s

; FIXME: This one should fold to rcp
define half @select_fneg_posk_src_rcp_f16(i32 %c, half %x, half %y) {

```
; VI-LABEL: select_fneg_posk_src_rcp_f16:
; VI:       ; %bb.0:
; VI-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; VI-NEXT:    v_rcp_f16_e64 v1, -v1
; VI-NEXT:    v_mov_b32_e32 v2, 0x4000
; VI-NEXT:    v_cmp_eq_u32_e32 vcc, 0, v0
; VI-NEXT:    v_cndmask_b32_e32 v0, v2, v1, vcc
; VI-NEXT:    s_setpc_b64 s[30:31]
 %cmp = icmp eq i32 %c, 0
 %rcp = call half @llvm.amdgcn.rcp.f16(half %x)
 %fneg = fneg half %rcp
 %select = select i1 %cmp, half %fneg, half 2.0
 ret half %select
}

declare half @llvm.amdgcn.rcp.f16(half) #0

attributes #0 = { nocallback nofree nosync nounwind speculatable willreturn memory(none) }
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; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --include-generated-
funcs
; RUN: opt -S -passes=verify,iroutliner -ir-outlining-no-cost < %s | FileCheck %s

; This test checks that we do outline indirect calls when it is not specified
; that we should not.

declare void @f1(ptr, ptr);
declare void @f2(ptr, ptr);

define void @function1(ptr %func) {
entry:
 %a = alloca i32, align 4
 %b = alloca i32, align 4
 %c = alloca i32, align 4
 store i32 2, ptr %a, align 4
 store i32 3, ptr %b, align 4
 store i32 4, ptr %c, align 4
 call void %func()
 %al = load i32, ptr %a
 %bl = load i32, ptr %b
 %cl = load i32, ptr %c
 ret void
}

define void @function2(ptr %func) {
entry:
 %a = alloca i32, align 4
 %b = alloca i32, align 4
```

```
%c = alloca i32, align 4
store i32 2, ptr %a, align 4
store i32 3, ptr %b, align 4
store i32 4, ptr %c, align 4
call void %func()
%al = load i32, ptr %a
%bl = load i32, ptr %b
%cl = load i32, ptr %c
ret void
}
;
CHECK-LABEL: @function1(
; CHECK-NEXT:  entry:
; CHECK-NEXT:    [[A:%.*]] = alloca i32, align 4
; CHECK-NEXT:    [[B:%.*]] = alloca i32, align 4
; CHECK-NEXT:    [[C:%.*]] = alloca i32, align 4
; CHECK-NEXT:    call void @outlined_ir_func_0(ptr [[A]], ptr [[B]], ptr [[C]], ptr [[FUNC:%.*]])
; CHECK-NEXT:    ret void
;
;
; CHECK-LABEL: @function2(
; CHECK-NEXT:  entry:
; CHECK-NEXT:    [[A:%.*]] = alloca i32, align 4
; CHECK-NEXT:    [[B:%.*]] = alloca i32, align 4
; CHECK-NEXT:    [[C:%.*]] = alloca i32, align 4
; CHECK-NEXT:    call void @outlined_ir_func_0(ptr [[A]], ptr [[B]], ptr [[C]], ptr [[FUNC:%.*]])
; CHECK-NEXT:    ret void
;
;
; CHECK-LABEL: define internal void  @outlined_ir_func_0(
; CHECK-NEXT:  newFuncRoot:
; CHECK-NEXT:    br label [[ENTRY_TO_OUTLINE:%.*]]
; CHECK:       entry_to_outline:
; CHECK-NEXT:    store i32 2, ptr [[TMP0:%.*]], align 4
; CHECK-NEXT:    store i32 3, ptr [[TMP1:%.*]], align 4
; CHECK-NEXT:    store i32 4, ptr [[TMP2:%.*]], align 4
; CHECK-NEXT:
   call void [[TMP3:%.*]]()
; CHECK-NEXT:    [[AL:%.*]] = load i32, ptr [[TMP0]], align 4
; CHECK-NEXT:    [[BL:%.*]] = load i32, ptr [[TMP1]], align 4
; CHECK-NEXT:    [[CL:%.*]] = load i32, ptr [[TMP2]], align 4
; CHECK-NEXT:    br label [[ENTRY_AFTER_OUTLINE_EXITSTUB:%.*]]
; CHECK:       entry_after_outline.exitStub:
; CHECK-NEXT:    ret void
;
; RUN: llc < %s -mtriple=s390x-linux-gnu -mcpu=zEC12 -verify-machineinstrs | FileCheck %s
;
; Test that early if conversion produces LOCR with operands of the right
```

```
; register classes.

define void @autogen_SD4739(ptr) {
; CHECK-NOT: Expected a GR32Bit register, but got a GRX32Bit register
BB:
 %L34 = load i8, ptr %0
 %Cmp56 = icmp sgt i8 undef, %L34
 br label %CF246

CF246:                                            ; preds = %CF246, %BB
 %Sl163 = select i1 %Cmp56, i8 %L34, i8 undef
 br i1 undef, label %CF246, label %CF248

CF248:                                            ; preds = %CF248, %CF246
 store i8 %Sl163, ptr %0
 br label %CF248
}
; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --function-signature --check-attributes --check-globals
; RUN: opt -aa-pipeline=basic-aa -passes=attributor -attributor-manifest-internal  -attributor-annotate-decl-cs -S < %s | FileCheck %s --check-prefixes=CHECK,TUNIT
; RUN: opt -aa-pipeline=basic-aa -passes=attributor-cgscc -attributor-manifest-internal  -attributor-annotate-decl-cs -S < %s | FileCheck %s --check-prefixes=CHECK,CGSCC
; Test that we only promote arguments when the caller/callee have compatible
; function attrubtes.

target triple = "x86_64-unknown-linux-gnu"

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %arg, ptr readonly %arg1) #0 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CHECK-SAME:
 (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR0:[0-9]+]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
```

```
 ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %arg) #0 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR0]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align
 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5:[0-9]+]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6:[0-9]+]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull
 writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR0]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5:[0-9]+]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6:[0-9]+]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp,
 i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
```

```
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %arg, ptr readonly %arg1) #1 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR1:[0-9]+]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:
    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %arg) #1 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr
 noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
```

```
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]])
#[[ATTR1]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
;
 CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %arg, ptr
readonly %arg1) #1 {
;
; CHECK: Function Attrs:
 inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR1]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}
```

```
define void @avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %arg) #0 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
;
 TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR0]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind
 willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR0]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr
 [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
```

```
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %arg, ptr readonly %arg1) #0 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR0]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>,
 align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %arg) #1 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32 dereferenceable(64) [[TMP]], i8 noundef 0,
 i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
```

```
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]])
#[[ATTR1]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr
 noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP]], i8 noundef 0, i64
noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should
 not promote
define internal fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %arg, ptr
readonly %arg1) #1 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], ptr noalias nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]])
#[[ATTR1]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}
```

```
define void @avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %arg) #2 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse
 nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR2:[0-9]+]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], ptr noalias nocapture
nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align
 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]])
#[[ATTR2:[0-9]+]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], ptr noalias nocapture
nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR6]]
;
 CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should not promote
```

```
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %arg, ptr readonly %arg1) #2 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], ptr noalias nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]]) #[[ATTR2:[0-9]+]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %arg) #1 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], ptr noalias nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR1]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]]
 = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64
```

```
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], ptr noalias nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store
 <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %arg, ptr readonly %arg1) #3 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR3:[0-9]+]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr
 %arg) #4 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR3]] {
```

```
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]]
 = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR3]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr noalias nocapture nofree noundef
 nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %arg, ptr readonly %arg1) #4 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
```

```
; CHECK-LABEL: define {{[^@]+}}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (ptr noalias
 nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]])
#[[ATTR3]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %arg) #3 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR3]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]]
 = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr noalias
nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]])
 #[[ATTR3]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
```

```
; CGSCC-NEXT:    call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr noalias
nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr
 %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; Function Attrs: argmemonly nounwind
declare void @llvm.memset.p0.i64(ptr nocapture writeonly, i8, i64, i1) #5

attributes #0 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="512" }
attributes #1 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="256" }
attributes #2 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="256" "prefer-vector-width"="256" }
attributes #3 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="512"
"prefer-vector-width"="256" }
attributes #4 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="256"
"prefer-vector-width"="256" }
attributes
 #5 = { argmemonly nounwind }
;.
; TUNIT: attributes #[[ATTR0]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn
memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="512" "target-
features"="+avx512vl" }
; TUNIT: attributes #[[ATTR1]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn
memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-
features"="+avx512vl" }
; TUNIT: attributes #[[ATTR2]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn
memory(argmem: readwrite) uwtable "min-legal-vector-width"="256" "prefer-vector-width"="256" "target-
features"="+avx512vl" }
; TUNIT: attributes #[[ATTR3]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn
memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-
features"="+avx2" }
; TUNIT: attributes #[[ATTR4:[0-9]+]] = { nocallback
```

```
 nofree nounwind willreturn memory(argmem: write) }
; TUNIT: attributes #[[ATTR5]] = { nofree willreturn memory(write) }
; TUNIT: attributes #[[ATTR6]] = { nofree nosync nounwind willreturn }
;.
; CGSCC: attributes #[[ATTR0]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="512" "target-features"="+avx512vl" }
; CGSCC: attributes #[[ATTR1]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; CGSCC: attributes #[[ATTR2]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable "min-legal-vector-width"="256" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; CGSCC: attributes #[[ATTR3]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
 readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-features"="+avx2" }
; CGSCC: attributes #[[ATTR4:[0-9]+]] = { nocallback nofree nounwind willreturn memory(argmem: write) }
; CGSCC: attributes #[[ATTR5]] = { nofree willreturn memory(write) }
; CGSCC: attributes #[[ATTR6]] = { nofree nounwind willreturn }
;.
; RUN: llc -O3 -mtriple=powerpc-unknown-linux-gnu -mcpu=e500 -mattr=spe < %s | FileCheck %s

; PowerPC SPE is a rare in-tree target that has the FP_TO_SINT node marked
; as Legal.

; Verify that fptosi(42.1) isn't simplified when the rounding mode is
; unknown.
; Verify that no gross errors happen.
; CHECK-LABEL: @f20
; COMMON: cfdctsiz
define i32 @f20(double %a) strictfp {
entry:
 %result = call i32 @llvm.experimental.constrained.fptosi.i32.f64(double 42.1,
                                        metadata !"fpexcept.strict")
                                        strictfp
 ret i32 %result
}

@llvm.fp.env = thread_local global i8 zeroinitializer, section "llvm.metadata"
declare i32 @llvm.experimental.constrained.fptosi.i32.f64(double, metadata)
```

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; NOTE: Assertions have been autogenerated by utils/update_analyze_test_checks.py
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx2 | FileCheck %s --check-prefixes=VEC256,AVX
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+prefer-256-bit | FileCheck %s --check-prefixes=VEC256,AVX512VL256
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,-prefer-256-bit | FileCheck %s --check-prefixes=AVX512VL512
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,+prefer-256-bit | FileCheck %s --check-prefixes=VEC256,SKX256
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,-prefer-256-bit | FileCheck %s --check-prefixes=SKX512

define
 void @zext256() "min-legal-vector-width"="256" {
; AVX-LABEL: 'zext256'
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'zext256'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; AVX512VL256-NEXT: Cost
 Model: Found an estimated cost of 2 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>

```
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'zext256'
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to
<16 x i32>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to
<16 x i32>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 3 for instruction:
 %E = zext <32 x i8> undef to <32 x i16>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'zext256'
; SKX256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %A = zext <8 x i16> undef to <8 x
i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'zext256'
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x
i64>
; SKX512-NEXT:  Cost Model: Found an estimated
 cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = zext <8 x i16> undef to <8 x i64>
 %B = zext <8 x i32> undef to <8 x i64>
 %C = zext <16 x i8> undef to <16 x i32>
 %D = zext <16 x i16> undef to <16 x i32>
 %E = zext <32 x i8> undef to <32 x i16>
 ret void
}
```

```
define void @zext512() "min-legal-vector-width"="512" {
; AVX-LABEL: 'zext512'
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %B = zext <8 x i32>
 undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'zext512'
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to
<8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to
<16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to
<16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost
 of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'zext512'
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to
<16 x i32>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to
<16 x i32>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to
<32 x i16>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'zext512'
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8
 x i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
```

```
i16>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'zext512'
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x
i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16
 x i16> undef to <16 x i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = zext <8 x i16> undef to <8 x i64>
 %B = zext <8 x i32> undef to <8 x i64>
 %C = zext <16 x i8> undef to <16 x i32>
 %D = zext <16 x i16> undef to <16 x i32>
 %E = zext <32 x i8> undef to <32 x i16>
 ret void
}

define void @sext256() "min-legal-vector-width"="256" {
; AVX-LABEL: 'sext256'
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found
 an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'sext256'
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %D = sext <16 x i8> undef to
<16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to
<16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef
```

to <32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'sext256'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'sext256'
; SKX256-NEXT: Cost Model: Found an
 estimated cost of 2 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'sext256'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; SKX512-NEXT: Cost
 Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = sext <8 x i8> undef to <8 x i64>

```
 %B = sext <8 x i16> undef to <8 x i64>
 %C = sext <8 x i32> undef to <8 x i64>
 %D = sext <16 x i8> undef to <16 x i32>
 %E = sext <16 x i16> undef to <16 x i32>
 %F = sext <32 x i8> undef to <32 x i16>
 ret void
}

define void @sext512() "min-legal-vector-width"="512" {
; AVX-LABEL: 'sext512'
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found
 an estimated cost of 4 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'sext512'
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
; AVX512VL256-NEXT:
  Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to
<16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to
<32 x i16>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'sext512'
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to
<16 x i32>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost
 of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to
<32 x i16>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
```

```
;
; SKX256-LABEL: 'sext512'
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x
i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; SKX256-NEXT:  Cost
 Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'sext512'
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x
i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x
i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = sext <8 x i8> undef to <8 x i64>
 %B = sext <8 x i16> undef to <8 x i64>
 %C = sext <8 x i32> undef to <8 x i64>
 %D = sext <16 x i8>
 undef to <16 x i32>
 %E = sext <16 x i16> undef to <16 x i32>
 %F = sext <32 x i8> undef to <32 x i16>
 ret void
}

define void @trunc256() "min-legal-vector-width"="256" {
; VEC256-LABEL: 'trunc256'
; VEC256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %A = trunc <8 x i64> undef to <8 x
i32>
; VEC256-NEXT:  Cost Model: Found an estimated cost of 10 for instruction: %B = trunc <8 x i64> undef to <8 x
i16>
; VEC256-NEXT:  Cost Model: Found an estimated cost of 8 for instruction: %C = trunc <8 x i64> undef to <8 x
i8>
```

; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = trunc <16 x i32> undef to <16 x i16>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = trunc <16 x i32> undef to <16 x i8>
; VEC256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %F = trunc <32 x i16> undef to <32 x i8>
; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'trunc256'
;
 AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = trunc <8 x i64> undef to <8 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %B = trunc <8 x i64> undef to <8 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %C = trunc <8 x i64> undef to <8 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = trunc <16 x i32> undef to <16 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %E = trunc <16 x i32> undef to <16 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %F = trunc <32 x i16> undef to <32 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'trunc256'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = trunc <8 x i64> undef to <8 x i32>
; SKX512-NEXT: Cost Model: Found an estimated
 cost of 2 for instruction: %B = trunc <8 x i64> undef to <8 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %C = trunc <8 x i64> undef to <8 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = trunc <16 x i32> undef to <16 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %E = trunc <16 x i32> undef to <16 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %F = trunc <32 x i16> undef to <32 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = trunc <8 x i64> undef to <8 x i32>
 %B = trunc <8 x i64> undef to <8 x i16>
 %C = trunc <8 x i64> undef to <8 x i8>
 %D = trunc <16 x i32> undef to <16 x i16>
 %E = trunc <16 x i32> undef to <16 x i8>
 %F = trunc <32 x i16> undef to <32 x i8>
 ret void
}

```
define i32 @zext256_vXi1() "min-legal-vector-width"="256" {
; AVX-LABEL: 'zext256_vXi1'
; AVX-NEXT:  Cost Model: Found
 an estimated cost of 1 for instruction: %V2i64 = zext <2 x i1> undef to <2 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %V4i64 = zext <4 x i1> undef to <4 x
i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %V8i64 = zext <8 x i1> undef to <8 x
i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = zext <2 x i1> undef to <2 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = zext <4 x i1> undef to <4 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %V8i32 = zext <8 x i1> undef to <8 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = zext <16 x i1> undef to <16 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = zext <2 x i1> undef to <2 x
i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = zext <4 x i1> undef to <4 x
i16>
; AVX-NEXT:
  Cost Model: Found an estimated cost of 1 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = zext <16 x i1> undef to <16 x
i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %V32i16 = zext <32 x i1> undef to <32 x
i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = zext <2 x i1> undef to <2 x i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V16i8 = zext <16 x i1> undef to <16 x
i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V32i8 = zext <32 x i1> undef to <32 x
i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V64i8 = zext <64 x i1> undef
 to <64 x i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL256-LABEL: 'zext256_vXi1'
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef
to <2 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef
to <4 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %V8i64 = zext <8 x i1> undef
to <8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef
to <2 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef
to <4 x i32>
```

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>
; AVX512VL256-NEXT:
  Cost Model: Found an estimated cost of 5 for instruction: %V2i16 = zext <2 x i1> undef to <2 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V4i16 = zext <4 x i1> undef to <4 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 12 for instruction: %V16i16 = zext <16 x i1> undef to <16 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %V32i16 = zext <32 x i1> undef to <32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 6 for instruction: %V2i8 = zext <2 x i1> undef to <2 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 6 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 6 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated
 cost of 12 for instruction: %V16i8 = zext <16 x i1> undef to <16 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 25 for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 50 for instruction: %V64i8 = zext <64 x i1> undef to <64 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL512-LABEL: 'zext256_vXi1'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef to <2 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef to <4 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = zext <8 x i1> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of
 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V2i16 = zext <2 x i1> undef to <2 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V4i16 = zext <4 x i1> undef to <4 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i16 = zext <8 x i1> undef

to <8 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i16 = zext <16 x i1> undef to <16 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V32i16 = zext <32 x i1> undef to <32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V2i8
 = zext <2 x i1> undef to <2 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i8 = zext <16 x i1> undef to <16 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 19 for instruction: %V64i8 = zext <64 x i1> undef to <64 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX256-LABEL: 'zext256_vXi1'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef to <2 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef to <4 x i64>
;
 SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i64 = zext <8 x i1> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = zext <2 x i1> undef to <2 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = zext <4 x i1> undef to <4 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction:
 %V16i16 = zext <16 x i1> undef to <16 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V32i16 = zext <32 x i1> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = zext <2 x i1> undef to <2 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = zext <4 x i1> undef to <4 x

i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = zext <16 x i1> undef to <16 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V64i8 = zext <64 x i1> undef to <64 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX512-LABEL: 'zext256_vXi1'
; SKX512-NEXT: Cost
 Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef to <2 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef to <4 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = zext <8 x i1> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = zext <2 x i1> undef to <2 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = zext
 <4 x i1> undef to <4 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = zext <16 x i1> undef to <16 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i16 = zext <32 x i1> undef to <32 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = zext <2 x i1> undef to <2 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = zext <16 x i1> undef to <16 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>
; SKX512-NEXT: Cost Model: Found an estimated

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 cost of 2 for instruction: %V64i8 = zext <64 x i1> undef to <64 x i8>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
 %V2i64 = zext <2 x i1> undef to <2 x i64>
 %V4i64 = zext <4 x i1> undef to <4 x i64>
 %V8i64 = zext <8 x i1> undef to <8 x i64>

 %V2i32 = zext <2 x i1> undef to <2 x i32>
 %V4i32 = zext <4 x i1> undef to <4 x i32>
 %V8i32 = zext <8 x i1> undef to <8 x i32>
 %V16i32 = zext <16 x i1> undef to <16 x i32>

 %V2i16 = zext <2 x i1> undef to <2 x i16>
 %V4i16 = zext <4 x i1> undef to <4 x i16>
 %V8i16 = zext <8 x i1> undef to <8 x i16>
 %V16i16 = zext <16 x i1> undef to <16 x i16>
 %V32i16 = zext <32 x i1> undef to <32 x i16>

 %V2i8 = zext <2 x i1> undef to <2 x i8>
 %V4i8 = zext <4 x i1> undef to <4 x i8>
 %V8i8 = zext <8 x i1> undef to <8 x i8>
 %V16i8 = zext <16 x i1> undef to <16 x i8>
 %V32i8 = zext <32 x i1> undef to <32 x i8>
 %V64i8 = zext <64 x i1> undef to <64 x i8>

 ret i32 undef
}

define i32 @sext256_vXi1()
 "min-legal-vector-width"="256" {
; AVX-LABEL: 'sext256_vXi1'
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; AVX-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = sext <2 x i1> undef to <2 x
i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %V4i64 = sext <4 x i1> undef to <4 x
i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %V8i64 = sext <8 x i1> undef to <8 x
i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; AVX-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = sext <2 x i1> undef to <2 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = sext <4 x i1> undef to <4 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %V8i32 = sext <8 x i1> undef to <8 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost
 of 4 for instruction: %V16i32 = sext <16 x i1> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
```

; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = sext <2 x i1> undef to <2 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = sext <4 x i1> undef to <4 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = sext <16 x i1> undef to <16 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V32i16 = sext <32 x i1> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = sext <2 x i1> undef to <2 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for
 instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = sext <8 x i1> undef to <8 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = sext <16 x i1> undef to <16 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = sext <32 x i1> undef to <32 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL256-LABEL: 'sext256_vXi1'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x i64>
; AVX512VL256-NEXT:
  Cost Model: Found an estimated cost of 3 for instruction: %V8i64 = sext <8 x i1> undef to <8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef to <8 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = sext <16 x i1> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V2i16 = sext <2 x i1> undef to <2 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction:
 %V4i16 = sext <4 x i1> undef to <4 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 10 for instruction: %V16i16 = sext <16 x i1>

undef to <16 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 20 for instruction: %V32i16 = sext <32 x i1> undef to <32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V2i8 = sext <2 x i1> undef to <2 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V8i8 = sext <8 x i1> undef to <8 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 10 for instruction: %V16i8 = sext <16 x i1> undef to <16 x i8>
;
 AVX512VL256-NEXT: Cost Model: Found an estimated cost of 21 for instruction: %V32i8 = sext <32 x i1> undef to <32 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 42 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL512-LABEL: 'sext256_vXi1'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i64 = sext <8 x i1> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; AVX512VL512-NEXT: Cost Model: Found an estimated
 cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef to <8 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i32 = sext <16 x i1> undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i16 = sext <2 x i1> undef to <2 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i16 = sext <4 x i1> undef to <4 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i16 =
 sext <16 x i1> undef to <16 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %V32i16 = sext <32 x i1> undef to <32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8

; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i8 = sext <2 x i1> undef to <2 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i8 = sext <8 x i1> undef to <8 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i8 = sext <16 x i1> undef to <16 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %V32i8 = sext <32 x i1> undef to <32 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 15 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; AVX512VL512-NEXT:
  Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX256-LABEL: 'sext256_vXi1'
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = sext <8 x i1> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef
 to <8 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = sext <16 x i1> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = sext <2 x i1> undef to <2 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = sext <4 x i1> undef to <4 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = sext <16 x i1> undef to <16 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i16 = sext <32 x i1> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8
 = sext <2 x i1> undef to <2 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>

; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = sext <8 x i1> undef to <8 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i8 = sext <16 x i1> undef to <16 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V32i8 = sext <32 x i1> undef to <32 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX512-LABEL: 'sext256_vXi1'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x i64>
; SKX512-NEXT: Cost Model: Found an estimated
 cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i64 = sext <8 x i1> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef to <8 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i32 = sext <16 x i1> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = sext <2 x i1> undef to <2 x i16>
; SKX512-NEXT: Cost Model:
 Found an estimated cost of 1 for instruction: %V4i16 = sext <4 x i1> undef to <4 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = sext <16 x i1> undef to <16 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V32i16 = sext <32 x i1> undef to <32 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = sext <2 x i1> undef to <2 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = sext <8 x i1> undef to <8 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i8 = sext <16 x i1> undef to <16 x i8>
;

```
 SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V32i8 = sext <32 x i1> undef to <32
x i8>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V64i8 = sext <64 x i1> undef to <64
x i8>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
 %I64 = sext i1 undef to i64
 %V2i64 = sext <2 x i1> undef to <2 x i64>
 %V4i64 = sext <4 x i1> undef to <4 x i64>
 %V8i64 = sext <8 x i1> undef to <8 x i64>

 %I32 = sext i1 undef to i32
 %V2i32 = sext <2 x i1> undef to <2 x i32>
 %V4i32 = sext <4 x i1> undef to <4 x i32>
 %V8i32 = sext <8 x i1> undef to <8 x i32>
 %V16i32 = sext <16 x i1> undef to <16 x i32>

 %I16 = sext i1 undef to i16
 %V2i16 = sext <2 x i1> undef to <2 x i16>
 %V4i16 = sext <4 x i1> undef to <4 x i16>
 %V8i16 = sext <8 x i1> undef to <8 x i16>
 %V16i16 = sext <16 x i1> undef to <16 x i16>
 %V32i16 = sext <32 x i1> undef to <32 x i16>

 %I8 = sext i1 undef to i8
 %V2i8 = sext <2
 x i1> undef to <2 x i8>
 %V4i8 = sext <4 x i1> undef to <4 x i8>
 %V8i8 = sext <8 x i1> undef to <8 x i8>
 %V16i8 = sext <16 x i1> undef to <16 x i8>
 %V32i8 = sext <32 x i1> undef to <32 x i8>
 %V64i8 = sext <64 x i1> undef to <64 x i8>

 ret i32 undef
}

define i32 @trunc_vXi1() "min-legal-vector-width"="256" {
; AVX-LABEL: 'trunc_vXi1'
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x
i1>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x
i1>
; AVX-NEXT:  Cost Model: Found an estimated cost of 9 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x
i1>
; AVX-NEXT:  Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to
<16 x i1>
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32
x i1>
```

; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i64
 = trunc <64 x i64> undef to <64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = trunc <4 x i16> undef to <4 x i1>
; AVX-NEXT: Cost Model: Found an estimated
 cost of 0 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i16 = trunc <32 x i16> undef to <32 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; AVX-NEXT:
  Cost Model: Found an estimated cost of 0 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL256-LABEL: 'trunc_vXi1'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32 x i1>

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i64 = trunc <64 x i64> undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model:
 Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 16 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i16 = trunc <4 x i16> undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an
 estimated cost of 3 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 16 for instruction: %V32i16 = trunc <32 x i16> undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 32 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of
 0 for instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL512-LABEL: 'trunc_vXi1'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64>

undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i64 = trunc <64 x i64> undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i16 = trunc <4 x i16> undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i16 = trunc <32 x i16> undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX256-LABEL: 'trunc_vXi1'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x i1>

; SKX256-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to <16 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32 x i1>
; SKX256-NEXT:
  Cost Model: Found an estimated cost of 0 for instruction: %V64i64 = trunc <64 x i64> undef to <64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction:
  %V4i16 = trunc <4 x i16> undef to <4 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V32i16 = trunc <32 x i16> undef to <32 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x i1>
; SKX256-NEXT:
  Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX512-LABEL: 'trunc_vXi1'
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2

x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to <16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction:
 %V64i64 = trunc <64 x i64> undef to <64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = trunc <4 x i16> undef to <4 x i1>
;
 SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i16 = trunc <32 x i16> undef to <32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for
 instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>

```
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
 %V2i64 = trunc <2 x i64> undef to <2 x i1>
 %V4i64 = trunc <4 x i64> undef to <4 x i1>
 %V8i64 = trunc <8 x i64> undef to <8 x i1>
 %V16i64 = trunc <16 x i64> undef to <16 x i1>
 %V32i64 = trunc <32 x i64> undef to <32 x i1>
 %V64i64 = trunc <64 x i64> undef to <64 x i1>

 %V2i32 = trunc <2 x i32> undef to <2 x i1>
 %V4i32 = trunc <4 x i32> undef to <4 x i1>
 %V8i32 = trunc <8 x i32> undef to <8 x i1>
 %V16i32 = trunc <16 x i32> undef to <16 x i1>
 %V32i32 = trunc <32 x i32> undef to <32 x i1>
 %V64i32 = trunc <64 x i32> undef to <64 x i1>

 %V2i16 = trunc <2 x i16> undef to <2 x i1>
 %V4i16 = trunc <4 x i16> undef to <4 x i1>
 %V8i16 = trunc <8 x i16> undef to <8 x i1>
 %V16i16 = trunc <16 x i16> undef to
<16 x i1>
 %V32i16 = trunc <32 x i16> undef to <32 x i1>
 %V64i16 = trunc <64 x i16> undef to <64 x i1>

 %V2i8 = trunc <2 x i8> undef to <2 x i1>
 %V4i8 = trunc <4 x i8> undef to <4 x i1>
 %V8i8 = trunc <8 x i8> undef to <8 x i1>
 %V16i8 = trunc <16 x i8> undef to <16 x i1>
 %V32i8 = trunc <32 x i8> undef to <32 x i1>
 %V64i8 = trunc <64 x i8> undef to <64 x i1>

 ret i32 undef
}
```

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add_lldb_library(lldbPluginObjectContainerBSDArchive PLUGIN
 ObjectContainerBSDArchive.cpp

 LINK_LIBS
  lldbCore
  lldbHost
  lldbSymbol
 LINK_COMPONENTS
  Support
)
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; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --function-signature --scrub-attributes
; RUN: opt -S -passes=argpromotion < %s | FileCheck %s
; Test that we only promote arguments when the caller/callee have compatible
; function attrubtes.

```
target triple = "x86_64-unknown-linux-gnu"

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %arg, ptr
readonly %arg1) #0 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %arg) #0 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CHECK-SAME:
 (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define
 internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %arg, ptr readonly
%arg1) #1 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
```

```
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %arg) #1 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc
 void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr [[TMP2]], <8 x i64>
[[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %arg, ptr
readonly %arg1) #1 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]],
 ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
```

```
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %arg) #0 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align
 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %arg, ptr
readonly %arg1) #0 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %arg) #1 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:
```

```
  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
 %arg, ptr readonly %arg1) #1 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], ptr readonly [[ARG1:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1]]
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %arg) #2 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
 [[TMP2]], ptr [[TMP]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
```

```
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %arg, ptr
readonly %arg1) #2 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], ptr readonly [[ARG1:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1]]
; CHECK-NEXT:    store <8 x i64>
 [[TMP]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %arg) #1 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr
[[TMP2]], ptr [[TMP]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64
 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %tmp2, ptr %tmp)
```

```
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %arg, ptr readonly
%arg1) #3 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %arg) #4 {
; CHECK-LABEL: define {{[^@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:
   [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %arg, ptr readonly
%arg1) #4 {
```

```
;
 CHECK-LABEL: define {{[^@]+}}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %arg) #3 {
; CHECK-LABEL: define {{[^@]+}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load
 <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; If the arguments are scalar, its ok to promote.
define internal i32 @scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %X, ptr %Y)
#2 {
; CHECK-LABEL: define
{{[^@]+}}@scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (i32 [[X_VAL:%.*]], i32 [[Y_VAL:%.*]])
; CHECK-NEXT:    [[C:%.*]] = add i32 [[X_VAL]], [[Y_VAL]]
; CHECK-NEXT:    ret i32 [[C]]
;
 %A = load i32, ptr %X
```

```
 %B = load i32, ptr %Y
 %C = add i32 %A, %B
 ret i32 %C
}

define i32 @scalar_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
 %B) #2 {
; CHECK-LABEL: define {{[^@]+}}@scalar_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[B:%.*]])
; CHECK-NEXT:    [[A:%.*]] = alloca i32
; CHECK-NEXT:    store i32 1, ptr [[A]]
; CHECK-NEXT:    [[A_VAL:%.*]] = load i32, ptr [[A]]
; CHECK-NEXT:    [[B_VAL:%.*]] = load i32, ptr [[B]]
; CHECK-NEXT:    [[C:%.*]] = call i32
@scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(i32 [[A_VAL]], i32 [[B_VAL]])
; CHECK-NEXT:    ret i32 [[C]]
;
 %A = alloca i32
 store i32 1, ptr %A
 %C = call i32 @scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %A, ptr %B)
 ret i32 %C
}

; If the arguments are scalar, its ok to promote.
define internal i32 @scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %X, ptr %Y)
#2 {
; CHECK-LABEL: define
{{[^@]+}}@scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (i32 [[X_VAL:%.*]],
 i32 [[Y_VAL:%.*]])
; CHECK-NEXT:    [[C:%.*]] = add i32 [[X_VAL]], [[Y_VAL]]
; CHECK-NEXT:    ret i32 [[C]]
;
 %A = load i32, ptr %X
 %B = load i32, ptr %Y
 %C = add i32 %A, %B
 ret i32 %C
}

define i32 @scalar_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %B) #2 {
; CHECK-LABEL: define {{[^@]+}}@scalar_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (ptr [[B:%.*]])
; CHECK-NEXT:    [[A:%.*]] = alloca i32
; CHECK-NEXT:    store i32 1, ptr [[A]]
; CHECK-NEXT:    [[A_VAL:%.*]] = load i32, ptr [[A]]
; CHECK-NEXT:    [[B_VAL:%.*]] = load i32, ptr [[B]]
; CHECK-NEXT:    [[C:%.*]] = call i32
@scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(i32 [[A_VAL]], i32 [[B_VAL]])
```

```
; CHECK-NEXT:    ret i32 [[C]]
;
 %A = alloca i32
 store i32 1, ptr %A
 %C = call i32 @scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %A, ptr %B)
 ret i32 %C
}

; Function Attrs: argmemonly nounwind
declare void @llvm.memset.p0.i64(ptr
 nocapture writeonly, i8, i64, i1) #5

attributes #0 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="512" }
attributes #1 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="256" }
attributes #2 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="256" "prefer-vector-width"="256" }
attributes #3 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="512"
"prefer-vector-width"="256" }
attributes #4 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="256"
"prefer-vector-width"="256" }
attributes #5 = { argmemonly nounwind }
```

1.785 selenium 4.14.0

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jnr-ffi (https://github.com/jnr/jnr-jffi)
jnr-netdb (http://github.com/jnr/jnr-netdb)
jnr-unixsocket (https://github.com/jnr/jnr-unixsocket)
joda-time (http://joda-time.sourceforge.net)
maven (http://maven.apache.org/)
nailgun (http://martiansoftware.com/nailgun)
options (https://github.com/headius/options)
snakeyaml (https://github.com/asomov/snakeyaml)
unsafe-fences (https://github.com/headius/unsafe-fences)

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

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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.

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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.

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

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code for the work under the terms of Section 6.
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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

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

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

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

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

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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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That's all there is to it!

1.787 llvm 20.1.8-r0

1.787.1 Available under license :

; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=aarch64-- | FileCheck %s

; A shuffle mask with all undef elements is always legal.

define <4 x i32> @PR41535(<2 x i32> %p1, <2 x i32> %p2) {
; CHECK-LABEL: PR41535:
; CHECK: // %bb.0:
; CHECK-NEXT: ext v0.8b, v0.8b, v1.8b, #4
; CHECK-NEXT: mov v0.d[1], v0.d[0]
; CHECK-NEXT: ret

```
 %cat1 = shufflevector <2 x i32> %p1, <2 x i32> undef, <4 x i32> <i32 undef, i32 1, i32 undef, i32 undef>
 %cat2 = shufflevector <2 x i32> %p2, <2 x i32> undef, <4 x i32> <i32 0, i32 undef, i32 undef, i32 undef>
 %r = shufflevector <4 x i32> %cat1, <4 x i32> %cat2, <4 x i32> <i32 undef, i32 undef, i32 1, i32 4>
 ret <4 x i32> %r
}
; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --include-generated-
funcs
; RUN: opt -S -passes=verify,iroutliner -ir-outlining-no-cost < %s | FileCheck %s
; RUN: opt -S -passes=verify,iroutliner -ir-outlining-no-cost < %s --try-experimental-debuginfo-iterators | FileCheck
%s

; This test checks that debug info is recognized as able to be extracted along
; with the other instructions, but is not included in the consolidated function.

define void @function1() !dbg !6 {
entry:
 %a = alloca i32, align 4, !dbg !17
 call void @llvm.dbg.value(metadata ptr %a, metadata !9, metadata !DIExpression()), !dbg !17
 %b = alloca i32, align 4, !dbg !18
 call void @llvm.dbg.value(metadata ptr %b, metadata !11, metadata !DIExpression()), !dbg !18
 %c = alloca i32, align 4, !dbg !19
 call void @llvm.dbg.value(metadata ptr %c, metadata !12, metadata !DIExpression()), !dbg !19
 store i32 2, ptr %a, align 4, !dbg !20
 store i32 3, ptr %b, align 4, !dbg !21
 store
 i32 4, ptr %c, align 4, !dbg !22
 %al = load i32, ptr %a, align 4, !dbg !23
 call void @llvm.dbg.value(metadata i32 %al, metadata !13, metadata !DIExpression()), !dbg !23
 %bl = load i32, ptr %b, align 4, !dbg !24
 call void @llvm.dbg.value(metadata i32 %bl, metadata !15, metadata !DIExpression()), !dbg !24
 %cl = load i32, ptr %c, align 4, !dbg !25
 call void @llvm.dbg.value(metadata i32 %cl, metadata !16, metadata !DIExpression()), !dbg !25
 ret void, !dbg !26
}

define void @function2() !dbg !27 {
entry:
 %a = alloca i32, align 4, !dbg !35
 call void @llvm.dbg.value(metadata ptr %a, metadata !29, metadata !DIExpression()), !dbg !35
 %b = alloca i32, align 4, !dbg !36
 call void @llvm.dbg.value(metadata ptr %b, metadata !30, metadata !DIExpression()), !dbg !36
 %c = alloca i32, align 4, !dbg !37
 call void @llvm.dbg.value(metadata ptr %c, metadata !31, metadata !DIExpression()), !dbg !37
 store i32 2, ptr %a, align 4, !dbg !38
 store i32 3, ptr %b, align 4, !dbg !39
  store i32 4, ptr %c, align 4, !dbg !40
 %al = load i32, ptr %a, align 4, !dbg !41
 call void @llvm.dbg.value(metadata i32 %al, metadata !32, metadata !DIExpression()), !dbg !41
```

```
 %bl = load i32, ptr %b, align 4, !dbg !42
 call void @llvm.dbg.value(metadata i32 %bl, metadata !33, metadata !DIExpression()), !dbg !42
 %cl = load i32, ptr %c, align 4, !dbg !43
 call void @llvm.dbg.value(metadata i32 %cl, metadata !34, metadata !DIExpression()), !dbg !43
 ret void, !dbg !44
}


; Function Attrs: nounwind readnone speculatable willreturn
declare void @llvm.dbg.value(metadata, metadata, metadata) #0

attributes #0 = { nounwind readnone speculatable willreturn }

!llvm.dbg.cu = !{!0}
!llvm.debugify = !{!3, !4}
!llvm.module.flags = !{!5}

!0 = distinct !DICompileUnit(language: DW_LANG_C, file: !1, producer: "debugify", isOptimized: true,
runtimeVersion: 0, emissionKind: FullDebug, enums: !2)
!1 = !DIFile(filename: "legal-debug.ll", directory: "/")
!2 = !{}
!3 = !{i32 20}
!4 = !{i32 12}
!5
 = !{i32 2, !"Debug Info Version", i32 3}
!6 = distinct !DISubprogram(name: "function1", linkageName: "function1", scope: null, file: !1, line: 1, type: !7,
scopeLine: 1, spFlags: DISPFlagDefinition | DISPFlagOptimized, unit: !0, retainedNodes: !8)
!7 = !DISubroutineType(types: !2)
!8 = !{!9, !11, !12, !13, !15, !16}
!9 = !DILocalVariable(name: "1", scope: !6, file: !1, line: 1, type: !10)
!10 = !DIBasicType(name: "ty64", size: 64, encoding: DW_ATE_unsigned)
!11 = !DILocalVariable(name: "2", scope: !6, file: !1, line: 2, type: !10)
!12 = !DILocalVariable(name: "3", scope: !6, file: !1, line: 3, type: !10)
!13 = !DILocalVariable(name: "4", scope: !6, file: !1, line: 7, type: !14)
!14 = !DIBasicType(name: "ty32", size: 32, encoding: DW_ATE_unsigned)
!15 = !DILocalVariable(name: "5", scope: !6, file: !1, line: 8, type: !14)
!16 = !DILocalVariable(name: "6", scope: !6, file: !1, line: 9, type: !14)
!17 = !DILocation(line: 1, column: 1, scope: !6)
!18 = !DILocation(line: 2, column: 1, scope:
 !6)
!19 = !DILocation(line: 3, column: 1, scope: !6)
!20 = !DILocation(line: 4, column: 1, scope: !6)
!21 = !DILocation(line: 5, column: 1, scope: !6)
!22 = !DILocation(line: 6, column: 1, scope: !6)
!23 = !DILocation(line: 7, column: 1, scope: !6)
!24 = !DILocation(line: 8, column: 1, scope: !6)
!25 = !DILocation(line: 9, column: 1, scope: !6)
!26 = !DILocation(line: 10, column: 1, scope: !6)
```

```
!27 = distinct !DISubprogram(name: "function2", linkageName: "function2", scope: null, file: !1, line: 11, type: !7,
scopeLine: 11, spFlags: DISPFlagDefinition | DISPFlagOptimized, unit: !0, retainedNodes: !28)
!28 = !{!29, !30, !31, !32, !33, !34}
!29 = !DILocalVariable(name: "7", scope: !27, file: !1, line: 11, type: !10)
!30 = !DILocalVariable(name: "8", scope: !27, file: !1, line: 12, type: !10)
!31 = !DILocalVariable(name: "9", scope: !27, file: !1, line: 13, type: !10)
!32 = !DILocalVariable(name: "10", scope: !27, file: !1, line: 17, type: !14)
!33 = !DILocalVariable(name: "11", scope:
 !27, file: !1, line: 18, type: !14)
!34 = !DILocalVariable(name: "12", scope: !27, file: !1, line: 19, type: !14)
!35 = !DILocation(line: 11, column: 1, scope: !27)
!36 = !DILocation(line: 12, column: 1, scope: !27)
!37 = !DILocation(line: 13, column: 1, scope: !27)
!38 = !DILocation(line: 14, column: 1, scope: !27)
!39 = !DILocation(line: 15, column: 1, scope: !27)
!40 = !DILocation(line: 16, column: 1, scope: !27)
!41 = !DILocation(line: 17, column: 1, scope: !27)
!42 = !DILocation(line: 18, column: 1, scope: !27)
!43 = !DILocation(line: 19, column: 1, scope: !27)
!44 = !DILocation(line: 20, column: 1, scope: !27)
; CHECK-LABEL: @function1(
; CHECK-NEXT:  entry:
; CHECK-NEXT:    [[A:%.*]] = alloca i32, align 4, !dbg [[DBG17:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[A]], [[META9:![0-9]+]], !DIExpression(), [[DBG17]])
; CHECK-NEXT:    [[B:%.*]] = alloca i32, align 4, !dbg [[DBG18:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[B]], [[META11:![0-9]+]], !DIExpression(), [[DBG18]])
; CHECK-NEXT:
   [[C:%.*]] = alloca i32, align 4, !dbg [[DBG19:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[C]], [[META12:![0-9]+]], !DIExpression(), [[DBG19]])
; CHECK-NEXT:    call void @outlined_ir_func_0(ptr [[A]], ptr [[B]], ptr [[C]]), !dbg [[DBG20:![0-9]+]]
; CHECK-NEXT:    ret void, !dbg [[DBG21:![0-9]+]]
;
;
; CHECK-LABEL: @function2(
; CHECK-NEXT:  entry:
; CHECK-NEXT:    [[A:%.*]] = alloca i32, align 4, !dbg [[DBG30:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[A]], [[META24:![0-9]+]], !DIExpression(), [[DBG30]])
; CHECK-NEXT:    [[B:%.*]] = alloca i32, align 4, !dbg [[DBG31:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[B]], [[META25:![0-9]+]], !DIExpression(), [[DBG31]])
; CHECK-NEXT:    [[C:%.*]] = alloca i32, align 4, !dbg [[DBG32:![0-9]+]]
; CHECK-NEXT:      #dbg_value(ptr [[C]], [[META26:![0-9]+]], !DIExpression(), [[DBG32]])
; CHECK-NEXT:    call void @outlined_ir_func_0(ptr [[A]], ptr [[B]], ptr [[C]]), !dbg [[DBG33:![0-9]+]]
; CHECK-NEXT:    ret void, !dbg [[DBG34:![0-9]+]]
;
;
;
 CHECK-LABEL: define {{.+}} @outlined_ir_func_0(
; CHECK-NEXT:  newFuncRoot:
```

```
; CHECK-NEXT:    br label [[ENTRY_TO_OUTLINE:%.*]]
; CHECK:       entry_to_outline:
; CHECK-NEXT:    store i32 2, ptr [[TMP0:%.*]], align 4
; CHECK-NEXT:    store i32 3, ptr [[TMP1:%.*]], align 4
; CHECK-NEXT:    store i32 4, ptr [[TMP2:%.*]], align 4
; CHECK-NEXT:    [[AL:%.*]] = load i32, ptr [[TMP0]], align 4
; CHECK-NEXT:    [[BL:%.*]] = load i32, ptr [[TMP1]], align 4
; CHECK-NEXT:    [[CL:%.*]] = load i32, ptr [[TMP2]], align 4
; CHECK-NEXT:    br label [[ENTRY_AFTER_OUTLINE_EXITSTUB:%.*]]
; CHECK:       entry_after_outline.exitStub:
; CHECK-NEXT:    ret void
;
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc -mtriple=amdgcn -mcpu=fiji < %s | FileCheck -enable-var-scope --check-prefixes=GCN,GCN-SAFE,VI,VI-SAFE %s
; RUN: llc -enable-no-signed-zeros-fp-math -mtriple=amdgcn -mcpu=fiji < %s | FileCheck -enable-var-scope --check-prefixes=GCN,GCN-NSZ,VI,VI-NSZ %s

; ----------------------------------------------------------------------------
; rcp tests
; ----------------------------------------------------------------------------

define half @v_fneg_rcp_f16(half %a) #0 {
; GCN-LABEL: v_fneg_rcp_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_rcp_f16_e64 v0, -v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %rcp = call half @llvm.amdgcn.rcp.f16(half %a)
 %fneg = fneg half %rcp
 ret half %fneg
}

define half @v_fneg_rcp_fneg_f16(half %a) #0 {
; GCN-LABEL: v_fneg_rcp_fneg_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:
    v_rcp_f16_e32 v0, v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %fneg.a = fneg half %a
 %rcp = call half @llvm.amdgcn.rcp.f16(half %fneg.a)
 %fneg = fneg half %rcp
 ret half %fneg
}

define { half, half } @v_fneg_rcp_store_use_fneg_f16(half %a) #0 {
; GCN-LABEL: v_fneg_rcp_store_use_fneg_f16:
```

```
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_rcp_f16_e32 v2, v0
; GCN-NEXT:    v_xor_b32_e32 v1, 0x8000, v0
; GCN-NEXT:    v_mov_b32_e32 v0, v2
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %fneg.a = fneg half %a
 %rcp = call half @llvm.amdgcn.rcp.f16(half %fneg.a)
 %fneg = fneg half %rcp
 %insert.0 = insertvalue { half, half } poison, half %fneg, 0
 %insert.1 = insertvalue { half, half } %insert.0, half %fneg.a, 1
 ret { half, half } %insert.1
}

define { half, half } @v_fneg_rcp_multi_use_fneg_f16(half %a, half %c) #0 {
; GCN-LABEL: v_fneg_rcp_multi_use_fneg_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:
    v_rcp_f16_e32 v2, v0
; GCN-NEXT:    v_mul_f16_e64 v1, -v0, v1
; GCN-NEXT:    v_mov_b32_e32 v0, v2
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %fneg.a = fneg half %a
 %rcp = call half @llvm.amdgcn.rcp.f16(half %fneg.a)
 %fneg = fneg half %rcp
 %use1 = fmul half %fneg.a, %c
 %insert.0 = insertvalue { half, half } poison, half %fneg, 0
 %insert.1 = insertvalue { half, half } %insert.0, half %use1, 1
 ret { half, half } %insert.1
}

; ---------------------------------------------------------------------------
; sin tests
; ---------------------------------------------------------------------------

define half @v_fneg_amdgcn_sin_f16(half %a) #0 {
; GCN-LABEL: v_fneg_amdgcn_sin_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_sin_f16_e64 v0, -v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %sin = call half @llvm.amdgcn.sin.f16(half %a)
 %fneg = fneg half %sin
 ret half %fneg
}

; ---------------------------------------------------------------------------
```

```
;
 vintrp tests
; ------------------------------------------------------------------------------

define { float, float } @v_fneg_interp_p1_f16(float %a, float %b) #0 {
; GCN-LABEL: v_fneg_interp_p1_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_mul_f32_e64 v1, v0, -v1
; GCN-NEXT:    s_mov_b32 m0, 0
; GCN-NEXT:    s_setreg_imm32_b32 hwreg(HW_REG_MODE, 2, 2), 3
; GCN-NEXT:    v_interp_p1ll_f16 v0, v1, attr0.x
; GCN-NEXT:    v_interp_p1ll_f16 v1, v1, attr0.y
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %mul = fmul float %a, %b
 %fneg = fneg float %mul
 %intrp0 = call float @llvm.amdgcn.interp.p1.f16(float %fneg, i32 0, i32 0, i1 false, i32 0)
 %intrp1 = call float @llvm.amdgcn.interp.p1.f16(float %fneg, i32 1, i32 0, i1 false, i32 0)
 %insert.0 = insertvalue { float, float } poison, float %intrp0, 0
 %insert.1 = insertvalue { float, float } %insert.0, float %intrp1, 1
 ret { float, float } %insert.1
}

define
 { half, half } @v_fneg_interp_p2_f16(float %a, float %b) #0 {
; GCN-LABEL: v_fneg_interp_p2_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_mul_f32_e64 v1, v0, -v1
; GCN-NEXT:    v_mov_b32_e32 v2, 4.0
; GCN-NEXT:    s_mov_b32 m0, 0
; GCN-NEXT:    s_setreg_imm32_b32 hwreg(HW_REG_MODE, 2, 2), 3
; GCN-NEXT:    v_interp_p2_f16 v0, v1, attr0.x, v2
; GCN-NEXT:    v_interp_p2_f16 v1, v1, attr0.y, v2
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %mul = fmul float %a, %b
 %fneg = fneg float %mul
 %intrp0 = call half @llvm.amdgcn.interp.p2.f16(float 4.0, float %fneg, i32 0, i32 0, i1 false, i32 0)
 %intrp1 = call half @llvm.amdgcn.interp.p2.f16(float 4.0, float %fneg, i32 1, i32 0, i1 false, i32 0)
 %insert.0 = insertvalue { half, half } poison, half %intrp0, 0
 %insert.1 = insertvalue { half, half } %insert.0, half %intrp1, 1
 ret { half, half } %insert.1
}

; ------------------------------------------------------------------------------
;
 arithmetic.fence tests
; ------------------------------------------------------------------------------
```

```
; FIXME: Legalization/promote is broken
define half @v_fneg_arithmetic_fence_f16(half %a) #0 {
; GCN-LABEL: v_fneg_arithmetic_fence_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    ;ARITH_FENCE
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_xor_b32_e32 v0, 0x8000, v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %fence = call half @llvm.arithmetic.fence.f16(half %a)
 %fneg = fneg half %fence
 ret half %fneg
}

define half @v_fneg_arithmetic_fence_fmul_f16(half %a, half %b) #0 {
; GCN-LABEL: v_fneg_arithmetic_fence_fmul_f16:
; GCN:       ; %bb.0:
; GCN-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; GCN-NEXT:    v_mul_f16_e32 v0, v0, v1
; GCN-NEXT:    ;ARITH_FENCE
; GCN-NEXT:    v_xor_b32_e32 v0, 0x8000, v0
; GCN-NEXT:    s_setpc_b64 s[30:31]
 %mul = fmul half %a, %b
 %fence = call half @llvm.arithmetic.fence.f16(half %mul)
 %fneg = fneg half %fence
 ret half
 %fneg
}

declare half @llvm.amdgcn.rcp.f16(half) #1
declare half @llvm.amdgcn.sin.f16(half) #1
declare half @llvm.arithmetic.fence.f16(half) #1
declare float @llvm.amdgcn.interp.p1.f16(float, i32, i32, i1, i32) #0
declare half @llvm.amdgcn.interp.p2.f16(float, float, i32, i32, i1, i32) #0

attributes #0 = { nounwind "denormal-fp-math-f32"="preserve-sign,preserve-sign" }
attributes #1 = { nounwind readnone }
attributes #2 = { nounwind "unsafe-fp-math"="true" }
attributes #3 = { nounwind "no-signed-zeros-fp-math"="true" }
attributes #4 = { nounwind "amdgpu-ieee"="false" "denormal-fp-math-f32"="preserve-sign,preserve-sign" }
;; NOTE: These prefixes are unused and the list is autogenerated. Do not add tests below this line:
; GCN-NSZ: {{.*}}
; GCN-SAFE: {{.*}}
; VI: {{.*}}
; VI-NSZ: {{.*}}
; VI-SAFE: {{.*}}
UNRECOGNIZED LICENSE; MD5 sum: b87f103926eefa4fff1ac2f9e7fbbb2e
```

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for more information.

```
; RUN: opt -passes=consthoist -S -o - %s | FileCheck %s
target datalayout = "e-m:e-p:32:32-i64:64-v128:64:128-a:0:32-n32-S64"
target triple = "thumbv6m-none--musleabi"

; Check that for i8 type, the maximum legal offset is 31.
; Also check that an constant used as value to be stored rather than
; pointer in a store instruction is hoisted.
; CHECK: foo_i8
; CHECK-DAG:  %[[C1:const[0-9]?]] = bitcast i32 805874720 to i32
; CHECK-DAG:  %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK-DAG:  %[[C3:const[0-9]?]] = bitcast i32 805873720 to i32
; CHECK-DAG:  %[[C4:const[0-9]?]] = bitcast i32 805873688 to i32
; CHECK:  %0 = inttoptr i32 %[[C2]] to ptr
; CHECK-NEXT:  %1 = load volatile i8, ptr %0
; CHECK-NEXT:  %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT:  %2 = inttoptr i32 %[[M1]] to ptr
; CHECK-NEXT:  %3 = load volatile i8, ptr %2
; CHECK-NEXT:  %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 31
; CHECK-NEXT:  %4 = inttoptr i32 %[[M2]] to ptr
; CHECK-NEXT:  %5 = load volatile
 i8, ptr %4
; CHECK-NEXT:  %6 = inttoptr i32 %[[C1]] to ptr
; CHECK-NEXT:  %7 = load volatile i8, ptr %6
```

```
; CHECK-NEXT:  %[[M3:const_mat[0-9]?]] = add i32 %[[C1]], 7
; CHECK-NEXT:  %8 = inttoptr i32 %[[M3]] to ptr
; CHECK-NEXT:  %9 = load volatile i8, ptr %8
; CHECK-NEXT:  %10 = inttoptr i32 %[[C4]] to ptr
; CHECK-NEXT:  store i8 %9, ptr %10
; CHECK-NEXT:  %[[M4:const_mat[0-9]?]] = add i32 %[[C4]], 31
; CHECK-NEXT:  %11 = inttoptr i32 %[[M4]] to ptr
; CHECK-NEXT:  store i8 %7, ptr %11
; CHECK-NEXT:  %12 = inttoptr i32 %[[C3]] to ptr
; CHECK-NEXT:  store i8 %5, ptr %12
; CHECK-NEXT:  %[[M5:const_mat[0-9]?]] = add i32 %[[C3]], 7
; CHECK-NEXT:  %13 = inttoptr i32 %[[M5]] to ptr
; CHECK-NEXT:  store i8 %3, ptr %13
; CHECK-NEXT:  %[[M6:const_mat[0-9]?]] = add i32 %[[C1]], 80
; CHECK-NEXT:  %14 = inttoptr i32 %[[M6]] to ptr
; CHECK-NEXT:  store ptr %14, ptr @goo

@goo = global ptr undef

define void @foo_i8() {
entry:
 %0 = load volatile i8, ptr inttoptr (i32 805874688 to ptr)
 %1 = load volatile
 i8, ptr inttoptr (i32 805874692 to ptr)
 %2 = load volatile i8, ptr inttoptr (i32 805874719 to ptr)
 %3 = load volatile i8, ptr inttoptr (i32 805874720 to ptr)
 %4 = load volatile i8, ptr inttoptr (i32 805874727 to ptr)
 store i8 %4, ptr inttoptr(i32 805873688 to ptr)
 store i8 %3, ptr inttoptr(i32 805873719 to ptr)
 store i8 %2, ptr inttoptr(i32 805873720 to ptr)
 store i8 %1, ptr inttoptr(i32 805873727 to ptr)
 store ptr inttoptr(i32 805874800 to ptr), ptr @goo
 ret void
}

; Check that for i16 type, the maximum legal offset is 62.
; CHECK: foo_i16
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874752 to i32
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to ptr
; CHECK-NEXT: %1 = load volatile i16, ptr %0, align 2
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to ptr
; CHECK-NEXT: %3 = load volatile i16, ptr %2, align 2
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add
 i32 %[[C2]], 32
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to ptr
; CHECK-NEXT: %5 = load volatile i16, ptr %4, align 2
```

```
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C2]], 62
; CHECK-NEXT: %6 = inttoptr i32 %[[M3]] to ptr
; CHECK-NEXT: %7 = load volatile i16, ptr %6, align 2
; CHECK-NEXT: %8 = inttoptr i32 %[[C1]] to ptr
; CHECK-NEXT: %9 = load volatile i16, ptr %8, align 2
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C1]], 22
; CHECK-NEXT: %10 = inttoptr i32 %[[M4]] to ptr
; CHECK-NEXT: %11 = load volatile i16, ptr %10, align 2

define void @foo_i16() {
entry:
 %0 = load volatile i16, ptr inttoptr (i32 805874688 to ptr), align 2
 %1 = load volatile i16, ptr inttoptr (i32 805874692 to ptr), align 2
 %2 = load volatile i16, ptr inttoptr (i32 805874720 to ptr), align 2
 %3 = load volatile i16, ptr inttoptr (i32 805874750 to ptr), align 2
 %4 = load volatile i16, ptr inttoptr (i32 805874752 to ptr), align 2
 %5 = load volatile i16, ptr inttoptr (i32 805874774 to ptr), align
 2
 ret void
}

; Check that for i32 type, the maximum legal offset is 124.
; CHECK: foo_i32
; CHECK-DAG:  %[[C1:const[0-9]?]] = bitcast i32 805874816 to i32
; CHECK-DAG:  %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK:  %0 = inttoptr i32 %[[C2]] to ptr
; CHECK-NEXT:  %1 = load volatile i32, ptr %0, align 4
; CHECK-NEXT:  %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT:  %2 = inttoptr i32 %[[M1]] to ptr
; CHECK-NEXT:  %3 = load volatile i32, ptr %2, align 4
; CHECK-NEXT:  %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 124
; CHECK-NEXT:  %4 = inttoptr i32 %[[M2]] to ptr
; CHECK-NEXT:  %5 = load volatile i32, ptr %4, align 4
; CHECK-NEXT:  %6 = inttoptr i32 %[[C1]] to ptr
; CHECK-NEXT:  %7 = load volatile i32, ptr %6, align 4
; CHECK-NEXT:  %[[M3:const_mat[0-9]?]] = add i32 %[[C1]], 8
; CHECK-NEXT:  %8 = inttoptr i32 %[[M3]] to ptr
; CHECK-NEXT:  %9 = load volatile i32, ptr %8, align 4
; CHECK-NEXT:  %[[M4:const_mat[0-9]?]] = add i32 %[[C1]], 12
; CHECK-NEXT:  %10 = inttoptr
 i32 %[[M4]] to ptr
; CHECK-NEXT:  %11 = load volatile i32, ptr %10, align 4

define void @foo_i32() {
entry:
 %0 = load volatile i32, ptr inttoptr (i32 805874688 to ptr), align 4
 %1 = load volatile i32, ptr inttoptr (i32 805874692 to ptr), align 4
 %2 = load volatile i32, ptr inttoptr (i32 805874812 to ptr), align 4
```

```
 %3 = load volatile i32, ptr inttoptr (i32 805874816 to ptr), align 4
 %4 = load volatile i32, ptr inttoptr (i32 805874824 to ptr), align 4
 %5 = load volatile i32, ptr inttoptr (i32 805874828 to ptr), align 4
 ret void
}
```

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; RUN: opt %s -passes=inline -S | FileCheck %s

define internal void @innerSmall() "min-legal-vector-width"="128" {
 ret void
}

define internal void @innerLarge() "min-legal-vector-width"="512" {
 ret void
}

define internal void @innerNoAttribute() {
 ret void

```
}

; We should not add an attribute during inlining. No attribute means unknown.
; Inlining doesn't change the fact that we don't know anything about this
; function.
define void @outerNoAttribute() {
 call void @innerLarge()
 ret void
}

define void @outerConflictingAttributeSmall() "min-legal-vector-width"="128" {
 call void @innerLarge()
 ret void
}

define void @outerConflictingAttributeLarge() "min-legal-vector-width"="512" {
 call void @innerSmall()
 ret void
}

; We should remove the attribute after inlining since the callee's
; vector width requirements are unknown.
define void @outerAttribute() "min-legal-vector-width"="128" {
 call void @innerNoAttribute()
 ret void
}

; CHECK: define void @outerNoAttribute()
 {
; CHECK: define void @outerConflictingAttributeSmall() #0
; CHECK: define void @outerConflictingAttributeLarge() #0
; CHECK: define void @outerAttribute() {
; CHECK: attributes #0 = { "min-legal-vector-width"="512" }
; RUN: opt -mtriple=aarch64-linux-gnu -mattr=+sve -passes=scalarize-masked-mem-intrin -S < %s | FileCheck %s

; Testing that masked scatters operating on scalable vectors that are
; packed in SVE registers are not scalarized.

; CHECK-LABEL: @masked_scatter_nxv4i32(
; CHECK: call void @llvm.masked.scatter.nxv4i32
define void @masked_scatter_nxv4i32(<vscale x 4 x i32> %data, <vscale x 4 x ptr> %ptrs, <vscale x 4 x i1>
%masks) {
 call void @llvm.masked.scatter.nxv4i32(<vscale x 4 x i32> %data, <vscale x 4 x ptr> %ptrs, i32 0, <vscale x 4 x
i1> %masks)
 ret void
}

; Testing that masked scatters operating on scalable vectors of FP
```

```
; data that is packed in SVE registers are not scalarized.

; CHECK-LABEL: @masked_scatter_nxv2f64(
; CHECK: call void @llvm.masked.scatter.nxv2f64
define void @masked_scatter_nxv2f64(<vscale x 2 x double> %data, <vscale x 2 x ptr> %ptrs, <vscale x 2 x i1>
%masks) {
 call void @llvm.masked.scatter.nxv2f64(<vscale x 2 x double> %data, <vscale x 2 x ptr> %ptrs,
 i32 0, <vscale x 2 x i1> %masks)
 ret void
}

; Testing that masked scatters operating on scalable vectors of FP
; data that is unpacked in SVE registers are not scalarized.

; CHECK-LABEL: @masked_scatter_nxv2f16(
; CHECK: call void @llvm.masked.scatter.nxv2f16
define void @masked_scatter_nxv2f16(<vscale x 2 x half> %data, <vscale x 2 x ptr> %ptrs, <vscale x 2 x i1>
%masks) {
 call void @llvm.masked.scatter.nxv2f16(<vscale x 2 x half> %data, <vscale x 2 x ptr> %ptrs, i32 0, <vscale x 2 x
i1> %masks)
 ret void
}

; Testing that masked scatters operating on 64-bit fixed vectors are
; scalarized because NEON doesn't have support for masked scatter
; instructions.

; CHECK-LABEL: @masked_scatter_v2f32(
; CHECK-NOT: @llvm.masked.scatter.v2f32(
define void @masked_scatter_v2f32(<2 x float> %data, <2 x ptr> %ptrs, <2 x i1> %masks) {
 call void @llvm.masked.scatter.v2f32(<2 x float> %data, <2 x ptr> %ptrs, i32 0, <2 x i1> %masks)
 ret void
}

; Testing that masked scatters operating on 128-bit
 fixed vectors are
; scalarized because NEON doesn't have support for masked scatter
; instructions and because we are not targeting fixed width SVE.

; CHECK-LABEL: @masked_scatter_v4i32(
; CHECK-NOT: @llvm.masked.scatter.v4i32(
define void @masked_scatter_v4i32(<4 x i32> %data, <4 x ptr> %ptrs, <4 x i1> %masks) {
 call void @llvm.masked.scatter.v4i32(<4 x i32> %data, <4 x ptr> %ptrs, i32 0, <4 x i1> %masks)
 ret void
}

declare void @llvm.masked.scatter.nxv4i32(<vscale x 4 x i32> %data, <vscale x 4 x ptr> %ptrs, i32 %align,
<vscale x 4 x i1> %masks)
```

```
declare void @llvm.masked.scatter.nxv2f64(<vscale x 2 x double> %data, <vscale x 2 x ptr> %ptrs, i32 %align,
<vscale x 2 x i1> %masks)
declare void @llvm.masked.scatter.nxv2f16(<vscale x 2 x half> %data, <vscale x 2 x ptr> %ptrs, i32 %align,
<vscale x 2 x i1> %masks)
declare void @llvm.masked.scatter.v2f32(<2 x float> %data, <2 x ptr> %ptrs, i32 %align, <2 x i1> %masks)
declare void @llvm.masked.scatter.v4i32(<4 x i32> %data, <4 x
 ptr> %ptrs, i32 %align, <4 x i1> %masks)
; RUN: opt < %s -passes=argpromotion -S | FileCheck %s

; CHECK-LABEL: define i32 @foo() #0 {
; CHECK-NEXT:      %.val = load <32 x half>, ptr poison, align 4
; CHECK-NEXT:      call void @bar(<32 x half> %.val)
; CHECK-NEXT:      ret i32 0
; CHECK-NEXT:    }

; CHECK-LABEL: define internal void @bar(<32 x half> %.0.val) #0 {
; CHECK-NEXT:      ret void
; CHECK-NEXT:    }

; CHECK:    attributes #0 = { uwtable "min-legal-vector-width"="512" }

define i32 @foo() #0 {
 call void @bar(ptr poison)
 ret i32 0
}

define internal void @bar(ptr) #0 {
 %2 = load <32 x half>, ptr %0, align 4
 ret void
}

attributes #0 = { uwtable "min-legal-vector-width"="0" }
; RUN: llc -mtriple=hexagon -hexagon-hvx-widen=32 < %s | FileCheck %s

; Truncating a type-to-be-widenened to a legal type (v8i8).
; Check that this compiles successfully.
; CHECK-LABEL: f0:
; CHECK: dealloc_return

target datalayout = "e-m:e-p:32:32:32-a:0-n16:32-i64:64:64-i32:32:32-i16:16:16-i1:8:8-f32:32:32-f64:64:64-
v32:32:32-v64:64:64-v512:512:512-v1024:1024:1024-v2048:2048:2048"
target triple = "hexagon"

define dllexport void @f0(ptr %a0) local_unnamed_addr #0 {
b0:
 %v0 = load i8, ptr undef, align 1
 %v1 = zext i8 %v0 to i16
 %v2 = add i16 0, %v1
```

```
 %v3 = icmp sgt i16 %v2, 1
 %v4 = select i1 %v3, i16 %v2, i16 1
 %v5 = udiv i16 -32768, %v4
 %v6 = zext i16 %v5 to i32
 %v7 = insertelement <8 x i32> undef, i32 %v6, i32 0
 %v8 = shufflevector <8 x i32> %v7, <8 x i32> undef, <8 x i32> zeroinitializer
 %v9 = load <8 x i16>, ptr undef, align 2
 %v10 = sext <8 x i16> %v9 to <8 x i32>
 %v11 = mul nsw <8 x i32> %v8, %v10
 %v12 = add nsw <8 x i32> %v11, <i32 16384, i32 16384, i32
 16384, i32 16384, i32 16384, i32 16384, i32 16384, i32 16384>
 %v13 = lshr <8 x i32> %v12, <i32 15, i32 15, i32 15, i32 15, i32 15, i32 15, i32 15, i32 15>
 %v14 = trunc <8 x i32> %v13 to <8 x i8>
 %v15 = getelementptr inbounds i8, ptr %a0, i32 undef
 store <8 x i8> %v14, ptr %v15, align 1
 ret void
}

attributes #0 = { "target-features"="+hvx,+hvx-length128b" }
//===-- ObjectContainerBSDArchive.h ----------------------------*- C++ -*-===//
//
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//
//===----------------------------------------------------------------------===//

#ifndef
LLDB_SOURCE_PLUGINS_OBJECTCONTAINER_BSD_ARCHIVE_OBJECTCONTAINERBSDARCHIVE_H
#define
LLDB_SOURCE_PLUGINS_OBJECTCONTAINER_BSD_ARCHIVE_OBJECTCONTAINERBSDARCHIVE_H

#include "lldb/Core/UniqueCStringMap.h"
#include "lldb/Symbol/ObjectContainer.h"
#include "lldb/Utility/ArchSpec.h"
#include "lldb/Utility/ConstString.h"
#include "lldb/Utility/FileSpec.h"

#include "llvm/Object/Archive.h"
#include "llvm/Support/Chrono.h"
#include "llvm/Support/Path.h"

#include <map>
#include <memory>
#include <mutex>

enum class ArchiveType { Invalid, Archive, ThinArchive };
```

```
class ObjectContainerBSDArchive : public lldb_private::ObjectContainer
 {
public:
 ObjectContainerBSDArchive(const lldb::ModuleSP &module_sp,
                           lldb::DataBufferSP &data_sp,
                           lldb::offset_t data_offset,
                           const lldb_private::FileSpec *file,
                           lldb::offset_t offset, lldb::offset_t length,
                           ArchiveType archive_type);

 ~ObjectContainerBSDArchive() override;

 // Static Functions
 static void Initialize();

 static void Terminate();

 static llvm::StringRef GetPluginNameStatic() { return "bsd-archive"; }

 static llvm::StringRef GetPluginDescriptionStatic() {
   return "BSD Archive object container reader.";
 }

 static lldb_private::ObjectContainer *
 CreateInstance(const lldb::ModuleSP &module_sp, lldb::DataBufferSP &data_sp,
                lldb::offset_t data_offset, const lldb_private::FileSpec *file,
                lldb::offset_t offset, lldb::offset_t length);

 static size_t GetModuleSpecifications(const
 lldb_private::FileSpec &file,
                                       lldb::DataBufferSP &data_sp,
                                       lldb::offset_t data_offset,
                                       lldb::offset_t file_offset,
                                       lldb::offset_t length,
                                       lldb_private::ModuleSpecList &specs);

 static ArchiveType MagicBytesMatch(const lldb_private::DataExtractor &data);

 // Member Functions
 bool ParseHeader() override;

 size_t GetNumObjects() const override {
   if (m_archive_sp)
     return m_archive_sp->GetNumObjects();
   return 0;
 }

 lldb::ObjectFileSP GetObjectFile(const lldb_private::FileSpec *file) override;
```

```
 // PluginInterface protocol
 llvm::StringRef GetPluginName() override { return GetPluginNameStatic(); }

protected:
 struct Object {
  Object();

  void Clear();

  lldb::offset_t ExtractFromThin(const lldb_private::DataExtractor &data,

     lldb::offset_t offset,
                        llvm::StringRef stringTable);

  lldb::offset_t Extract(const lldb_private::DataExtractor &data,
                  lldb::offset_t offset);
  /// Object name in the archive.
  lldb_private::ConstString ar_name;

  /// Object modification time in the archive.
  uint32_t modification_time = 0;

  /// Object size in bytes in the archive.
  uint32_t size = 0;

  /// File offset in bytes from the beginning of the file of the object data.
  lldb::offset_t file_offset = 0;

  /// Length of the object data.
  lldb::offset_t file_size = 0;

  void Dump() const;
 };

 class Archive {
 public:
  typedef std::shared_ptr<Archive> shared_ptr;
  typedef std::multimap<lldb_private::FileSpec, shared_ptr> Map;

  Archive(const lldb_private::ArchSpec &arch,
        const llvm::sys::TimePoint<> &mod_time, lldb::offset_t file_offset,
        lldb_private::DataExtractor &data, ArchiveType archive_type);

   ~Archive();

  static Map &GetArchiveCache();
```

```
  static std::recursive_mutex &GetArchiveCacheMutex();

  static Archive::shared_ptr FindCachedArchive(
      const lldb_private::FileSpec &file, const lldb_private::ArchSpec &arch,
      const llvm::sys::TimePoint<> &mod_time, lldb::offset_t file_offset);

  static Archive::shared_ptr ParseAndCacheArchiveForFile(
      const lldb_private::FileSpec &file, const lldb_private::ArchSpec &arch,
      const llvm::sys::TimePoint<> &mod_time, lldb::offset_t file_offset,
      lldb_private::DataExtractor &data, ArchiveType archive_type);

  size_t GetNumObjects() const { return m_objects.size(); }

  const Object *GetObjectAtIndex(size_t idx) {
    if (idx < m_objects.size())
      return &m_objects[idx];
    return nullptr;
  }

  size_t ParseObjects();

  Object *FindObject(lldb_private::ConstString object_name,
                     const llvm::sys::TimePoint<> &object_mod_time);

  lldb::offset_t
GetFileOffset() const { return m_file_offset; }

  const llvm::sys::TimePoint<> &GetModificationTime() {
    return m_modification_time;
  }

  const lldb_private::ArchSpec &GetArchitecture() const { return m_arch; }

  void SetArchitecture(const lldb_private::ArchSpec &arch) { m_arch = arch; }

  bool HasNoExternalReferences() const;

  lldb_private::DataExtractor &GetData() { return m_data; }

  ArchiveType GetArchiveType() { return m_archive_type; }

protected:
  typedef lldb_private::UniqueCStringMap<uint32_t> ObjectNameToIndexMap;
  // Member Variables
  lldb_private::ArchSpec m_arch;
  llvm::sys::TimePoint<> m_modification_time;
  lldb::offset_t m_file_offset;
  std::vector<Object> m_objects;
```

```
  ObjectNameToIndexMap m_object_name_to_index_map;
  lldb_private::DataExtractor m_data; ///< The data for this object container
                                      ///so we don't lose data if the .a files
                                      ///gets
 modified
  ArchiveType m_archive_type;
 };

 void SetArchive(Archive::shared_ptr &archive_sp);

 Archive::shared_ptr m_archive_sp;

 ArchiveType m_archive_type;
};

#endif //
LLDB_SOURCE_PLUGINS_OBJECTCONTAINER_BSD_ARCHIVE_OBJECTCONTAINERBSDARCHIVE_H
! RUN: %python %S/../test_errors.py %s %flang -fopenmp -Werror -pedantic
! OpenMP Version 5.0
! 2.19.4.4 firstprivate Clause
! 2.19.4.5 lastprivate Clause
! 2.19.6.1 copyin Clause
! 2.19.6.2 copyprivate Clause
! If the list item is a polymorphic variable with the allocatable attribute,
! the behavior is unspecified.

subroutine firstprivate()
 class(*), allocatable, save :: x

 !PORTABILITY: If a polymorphic variable with allocatable attribute 'x' is in FIRSTPRIVATE clause, the behavior
is unspecified
 !$omp parallel firstprivate(x)
   call sub()
 !$omp end parallel

end

subroutine lastprivate()
 class(*), allocatable, save :: x

 !PORTABILITY: If a polymorphic variable with allocatable attribute 'x' is in LASTPRIVATE clause, the behavior
is unspecified
 !$omp do lastprivate(x)
 do i = 1, 10
   call sub()
 enddo
 !$omp end do
```

```
end

subroutine copyin()
 class(*), allocatable, save :: x
 !$omp threadprivate(x)

 !PORTABILITY: If a polymorphic variable with allocatable attribute
 'x' is in COPYIN clause, the behavior is unspecified
 !$omp parallel copyin(x)
   call sub()
 !$omp end parallel

end

subroutine copyprivate()
 class(*), allocatable, save :: x
 !$omp threadprivate(x)

 !$omp single
   call sub()
 !PORTABILITY: If a polymorphic variable with allocatable attribute 'x' is in COPYPRIVATE clause, the behavior
is unspecified
 !$omp end single copyprivate(x)

end
```

```
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```

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```
static_library("BSD-Archive") {
 output_name = "lldbPluginObjectContainerBSDArchive"
 configs += [ "//llvm/utils/gn/build:lldb_code" ]
 deps = [
   "//lldb/source/Core",
   "//lldb/source/Host",
   "//lldb/source/Symbol",
   "//llvm/lib/Support",
 ]
 sources = [ "ObjectContainerBSDArchive.cpp" ]
}
```
```
; RUN: opt -mtriple=aarch64-linux-gnu -mattr=+sve -passes=scalarize-masked-mem-intrin -S < %s | FileCheck %s

; Testing that masked gathers operating on scalable vectors that are
; packed in SVE registers are not scalarized.

; CHECK-LABEL: @masked_gather_nxv4i32(
; CHECK: call <vscale x 4 x i32> @llvm.masked.gather.nxv4i32
define <vscale x 4 x i32> @masked_gather_nxv4i32(<vscale x 4 x ptr> %ld, <vscale x 4 x i1> %masks, <vscale x 4 x i32> %passthru) {
 %res = call <vscale x 4 x i32> @llvm.masked.gather.nxv4i32(<vscale x 4 x ptr> %ld, i32 0, <vscale x 4 x i1> %masks, <vscale x 4 x i32> %passthru)
 ret <vscale x 4 x i32> %res
}

; Testing that masked gathers operating on scalable vectors of FP data
; that is packed in SVE registers are not scalarized.

; CHECK-LABEL: @masked_gather_nxv2f64(
; CHECK: call <vscale x 2 x double> @llvm.masked.gather.nxv2f64
define <vscale x 2 x double> @masked_gather_nxv2f64(<vscale x 2 x ptr> %ld, <vscale x 2 x i1> %masks, <vscale x 2 x double> %passthru)
```

```
{
 %res = call <vscale x 2 x double> @llvm.masked.gather.nxv2f64(<vscale x 2 x ptr> %ld, i32 0, <vscale x 2 x i1>
%masks, <vscale x 2 x double> %passthru)
 ret <vscale x 2 x double> %res
}

; Testing that masked gathers operating on scalable vectors of FP data
; that is unpacked in SVE registers are not scalarized.

; CHECK-LABEL: @masked_gather_nxv2f16(
; CHECK: call <vscale x 2 x half> @llvm.masked.gather.nxv2f16
define <vscale x 2 x half> @masked_gather_nxv2f16(<vscale x 2 x ptr> %ld, <vscale x 2 x i1> %masks, <vscale x
2 x half> %passthru) {
 %res = call <vscale x 2 x half> @llvm.masked.gather.nxv2f16(<vscale x 2 x ptr> %ld, i32 0, <vscale x 2 x i1>
%masks, <vscale x 2 x half> %passthru)
 ret <vscale x 2 x half> %res
}

; Testing that masked gathers operating on 64-bit fixed vectors are
; scalarized because NEON doesn't have support for masked gather
; instructions.

; CHECK-LABEL: @masked_gather_v2f32(
; CHECK-NOT: @llvm.masked.gather.v2f32(
define <2 x float> @masked_gather_v2f32(<2
 x ptr> %ld, <2 x i1> %masks, <2 x float> %passthru) {
 %res = call <2 x float> @llvm.masked.gather.v2f32(<2 x ptr> %ld, i32 0, <2 x i1> %masks, <2 x float> %passthru)
 ret <2 x float> %res
}

; Testing that masked gathers operating on 128-bit fixed vectors are
; scalarized because NEON doesn't have support for masked gather
; instructions and because we are not targeting fixed width SVE.

; CHECK-LABEL: @masked_gather_v4i32(
; CHECK-NOT: @llvm.masked.gather.v4i32(
define <4 x i32> @masked_gather_v4i32(<4 x ptr> %ld, <4 x i1> %masks, <4 x i32> %passthru) {
 %res = call <4 x i32> @llvm.masked.gather.v4i32(<4 x ptr> %ld, i32 0, <4 x i1> %masks, <4 x i32> %passthru)
 ret <4 x i32> %res
}

declare <vscale x 4 x i32> @llvm.masked.gather.nxv4i32(<vscale x 4 x ptr> %ptrs, i32 %align, <vscale x 4 x i1>
%masks, <vscale x 4 x i32> %passthru)
declare <vscale x 2 x double> @llvm.masked.gather.nxv2f64(<vscale x 2 x ptr> %ptrs, i32 %align, <vscale x 2 x
i1> %masks, <vscale x 2 x double>
 %passthru)
declare <vscale x 2 x half> @llvm.masked.gather.nxv2f16(<vscale x 2 x ptr> %ptrs, i32 %align, <vscale x 2 x i1>
%masks, <vscale x 2 x half> %passthru)
```

```
declare <2 x float> @llvm.masked.gather.v2f32(<2 x ptr> %ptrs, i32 %align, <2 x i1> %masks, <2 x float>
%passthru)
declare <4 x i32> @llvm.masked.gather.v4i32(<4 x ptr> %ptrs, i32 %align, <4 x i1> %masks, <4 x i32> %passthru)
# RUN: llc -O0 -mtriple=m68k -start-after=prologepilog -verify-machineinstrs %s -o - | FileCheck %s

name: is-pcrel-register-operand-legal
body:             |
 bb.0.entry:
   ; CHECK: move.l  (0,%pc,%a0), (%a1)
   ; CHECK: move.l  (%a0), (0,%pc,%a1)

   MOV32jk $a1,  0, $a0, implicit-def $ccr
   MOV32kj 0,  $a1, $a0, implicit-def $ccr
```

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  which apply to that software, or
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  file.
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 -mattr=prefer-256-bit | FileCheck %s
--check-prefixes=CHECK,CHECK-SKX
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 -mattr=prefer-256-bit,avx512vbmi |
FileCheck %s --check-prefixes=CHECK,CHECK-SKX,CHECK-SKX-VBMI
; Make sure CPUs default to prefer-256-bit. avx512vnni isn't interesting as it just adds an isel peephole for
vpmaddwd+vpaddd
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 | FileCheck %s --check-
prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=cascadelake | FileCheck %s --
check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=cooperlake | FileCheck %s --
check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=cannonlake | FileCheck %s --check-
prefixes=CHECK,CHECK-VBMI,CHECK-VBMI1
;
 RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=icelake-client | FileCheck %s --
check-prefixes=CHECK,CHECK-VBMI,CHECK-GFNI
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=icelake-server | FileCheck %s --
check-prefixes=CHECK,CHECK-VBMI,CHECK-GFNI
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=tigerlake | FileCheck %s --check-
prefixes=CHECK,CHECK-VBMI,CHECK-GFNI

; This file primarily contains tests for specific places in X86ISelLowering.cpp that needed be made aware of the
legalizer not allowing 512-bit vectors due to prefer-256-bit even though AVX512 is enabled.

define dso_local void @add256(ptr %a, ptr %b, ptr %c) "min-legal-vector-width"="256" {
; CHECK-LABEL: add256:
; CHECK: # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0

```
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpaddd 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT:    vpaddd (%rsi), %ymm0, %ymm0
; CHECK-NEXT:    vmovdqa
 %ymm0, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %d = load <16 x i32>, ptr %a
 %e = load <16 x i32>, ptr %b
 %f = add <16 x i32> %d, %e
 store <16 x i32> %f, ptr %c
 ret void
}

define dso_local void @add512(ptr %a, ptr %b, ptr %c) "min-legal-vector-width"="512" {
; CHECK-LABEL: add512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:    vpaddd (%rsi), %zmm0, %zmm0
; CHECK-NEXT:    vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %d = load <16 x i32>, ptr %a
 %e = load <16 x i32>, ptr %b
 %f = add <16 x i32> %d, %e
 store <16 x i32> %f, ptr %c
 ret void
}

define dso_local void @avg_v64i8_256(ptr %a, ptr %b) "min-legal-vector-width"="256" {
; CHECK-LABEL: avg_v64i8_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpavgb (%rsi), %ymm0, %ymm0
; CHECK-NEXT:    vpavgb 32(%rsi), %ymm1, %ymm1
;
 CHECK-NEXT:    vmovdqu %ymm1, (%rax)
; CHECK-NEXT:    vmovdqu %ymm0, (%rax)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %1 = load <64 x i8>, ptr %a
 %2 = load <64 x i8>, ptr %b
 %3 = zext <64 x i8> %1 to <64 x i32>
 %4 = zext <64 x i8> %2 to <64 x i32>
 %5 = add nuw nsw <64 x i32> %3, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
```

```
1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1>
 %6 = add nuw nsw <64 x i32> %5, %4
 %7 = lshr <64 x i32> %6, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
 i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32
1>
 %8 = trunc <64 x i32> %7 to <64 x i8>
 store <64 x i8> %8, ptr undef, align 4
 ret void
}


define dso_local void @avg_v64i8_512(ptr %a, ptr %b) "min-legal-vector-width"="512" {
; CHECK-LABEL: avg_v64i8_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:    vpavgb (%rsi), %zmm0, %zmm0
; CHECK-NEXT:    vmovdqu64 %zmm0, (%rax)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %1 = load <64 x i8>, ptr %a
 %2 = load <64 x i8>, ptr %b
 %3 = zext <64 x i8> %1 to <64 x i32>
 %4 = zext <64 x i8> %2 to <64 x i32>
 %5 = add nuw nsw <64 x i32> %3, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
 i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32
1, i32 1, i32 1, i32 1, i32 1, i32 1>
 %6 = add nuw nsw <64 x i32> %5, %4
 %7 = lshr <64 x i32> %6, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32
1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1>
 %8 = trunc <64 x i32> %7 to <64 x i8>
 store <64 x i8> %8, ptr undef, align 4
 ret void
}

define dso_local void @pmaddwd_32_256(ptr %APtr, ptr %BPtr, ptr %CPtr) "min-legal-vector-width"="256"
 {
; CHECK-LABEL: pmaddwd_32_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpmaddwd 32(%rsi), %ymm1, %ymm1
```

```
; CHECK-NEXT:    vpmaddwd (%rsi), %ymm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
  %A = load <32 x i16>, ptr %APtr
  %B = load <32 x i16>, ptr %BPtr
  %a = sext <32 x i16> %A to <32 x i32>
  %b = sext <32 x i16> %B to <32 x i32>
  %m = mul nsw <32 x i32> %a, %b
  %odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32
12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
  %even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32
13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
  %ret = add <16 x i32> %odd, %even
  store <16 x i32> %ret,
 ptr %CPtr
  ret void
}

define dso_local void @pmaddwd_32_512(ptr %APtr, ptr %BPtr, ptr %CPtr) "min-legal-vector-width"="512" {
; CHECK-LABEL: pmaddwd_32_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:    vpmaddwd (%rsi), %zmm0, %zmm0
; CHECK-NEXT:    vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
  %A = load <32 x i16>, ptr %APtr
  %B = load <32 x i16>, ptr %BPtr
  %a = sext <32 x i16> %A to <32 x i32>
  %b = sext <32 x i16> %B to <32 x i32>
  %m = mul nsw <32 x i32> %a, %b
  %odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32
12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
  %even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32
13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
  %ret = add <16 x i32> %odd, %even
  store <16 x i32> %ret, ptr
 %CPtr
  ret void
}

define dso_local void @psubus_64i8_max_256(ptr %xptr, ptr %yptr, ptr %zptr) "min-legal-vector-width"="256" {
; CHECK-LABEL: psubus_64i8_max_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
```

```
; CHECK-NEXT:    vpsubusb 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT:    vpsubusb (%rsi), %ymm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <64 x i8>, ptr %xptr
 %y = load <64 x i8>, ptr %yptr
 %cmp = icmp ult <64 x i8> %x, %y
 %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
 %res = sub <64 x i8> %max, %y
 store <64 x i8> %res, ptr %zptr
 ret void
}

define dso_local void @psubus_64i8_max_512(ptr %xptr, ptr %yptr, ptr %zptr) "min-legal-vector-width"="512" {
; CHECK-LABEL: psubus_64i8_max_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:    vpsubusb (%rsi), %zmm0, %zmm0
; CHECK-NEXT:
   vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <64 x i8>, ptr %xptr
 %y = load <64 x i8>, ptr %yptr
 %cmp = icmp ult <64 x i8> %x, %y
 %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
 %res = sub <64 x i8> %max, %y
 store <64 x i8> %res, ptr %zptr
 ret void
}

define dso_local i32 @_Z9test_charPcS_i_256(ptr nocapture readonly, ptr nocapture readonly, i32) "min-legal-
vector-width"="256" {
; CHECK-SKX-LABEL: _Z9test_charPcS_i_256:
; CHECK-SKX:       # %bb.0: # %entry
; CHECK-SKX-NEXT:    movl %edx, %eax
; CHECK-SKX-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-SKX-NEXT:    xorl %ecx, %ecx
; CHECK-SKX-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-SKX-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-SKX-NEXT:    .p2align 4
; CHECK-SKX-NEXT:  .LBB8_1: # %vector.body
; CHECK-SKX-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-SKX-NEXT:    vpmovsxbw 16(%rdi,%rcx), %ymm3
; CHECK-SKX-NEXT:    vpmovsxbw (%rdi,%rcx), %ymm4
; CHECK-SKX-NEXT:
```

```
   vpmovsxbw 16(%rsi,%rcx), %ymm5
; CHECK-SKX-NEXT:    vpmaddwd %ymm3, %ymm5, %ymm3
; CHECK-SKX-NEXT:    vpaddd %ymm2, %ymm3, %ymm2
; CHECK-SKX-NEXT:    vpmovsxbw (%rsi,%rcx), %ymm3
; CHECK-SKX-NEXT:    vpmaddwd %ymm4, %ymm3, %ymm3
; CHECK-SKX-NEXT:    vpaddd %ymm1, %ymm3, %ymm1
; CHECK-SKX-NEXT:    addq $32, %rcx
; CHECK-SKX-NEXT:    cmpq %rcx, %rax
; CHECK-SKX-NEXT:    jne .LBB8_1
; CHECK-SKX-NEXT:  # %bb.2: # %middle.block
; CHECK-SKX-NEXT:    vpaddd %ymm0, %ymm1, %ymm1
; CHECK-SKX-NEXT:    vpaddd %ymm0, %ymm2, %ymm0
; CHECK-SKX-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-SKX-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vmovd %xmm0, %eax
; CHECK-SKX-NEXT:    vzeroupper
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: _Z9test_charPcS_i_256:
;
 CHECK-AVX512:       # %bb.0: # %entry
; CHECK-AVX512-NEXT:    movl %edx, %eax
; CHECK-AVX512-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    xorl %ecx, %ecx
; CHECK-AVX512-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-AVX512-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-AVX512-NEXT:    .p2align 4
; CHECK-AVX512-NEXT:  .LBB8_1: # %vector.body
; CHECK-AVX512-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-AVX512-NEXT:    vpmovsxbw 16(%rdi,%rcx), %ymm3
; CHECK-AVX512-NEXT:    vpmovsxbw (%rdi,%rcx), %ymm4
; CHECK-AVX512-NEXT:    vpmovsxbw 16(%rsi,%rcx), %ymm5
; CHECK-AVX512-NEXT:    vpmaddwd %ymm3, %ymm5, %ymm3
; CHECK-AVX512-NEXT:    vpaddd %ymm2, %ymm3, %ymm2
; CHECK-AVX512-NEXT:    vpmovsxbw (%rsi,%rcx), %ymm3
; CHECK-AVX512-NEXT:    vpmaddwd %ymm4, %ymm3, %ymm3
; CHECK-AVX512-NEXT:    vpaddd %ymm1, %ymm3, %ymm1
; CHECK-AVX512-NEXT:    addq $32, %rcx
; CHECK-AVX512-NEXT:    cmpq %rcx, %rax
; CHECK-AVX512-NEXT:    jne .LBB8_1
; CHECK-AVX512-NEXT:  # %bb.2:
 # %middle.block
; CHECK-AVX512-NEXT:    vpaddd %ymm0, %ymm1, %ymm1
```

```
; CHECK-AVX512-NEXT:    vpaddd %ymm0, %ymm2, %ymm0
; CHECK-AVX512-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vmovd %xmm0, %eax
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: _Z9test_charPcS_i_256:
; CHECK-VBMI:       # %bb.0: # %entry
; CHECK-VBMI-NEXT:    movl %edx, %eax
; CHECK-VBMI-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    xorl %ecx, %ecx
; CHECK-VBMI-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-VBMI-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-VBMI-NEXT:    .p2align 4
; CHECK-VBMI-NEXT:  .LBB8_1: # %vector.body
; CHECK-VBMI-NEXT:    # =>This
 Inner Loop Header: Depth=1
; CHECK-VBMI-NEXT:    vpmovsxbw 16(%rdi,%rcx), %ymm3
; CHECK-VBMI-NEXT:    vpmovsxbw (%rdi,%rcx), %ymm4
; CHECK-VBMI-NEXT:    vpmovsxbw 16(%rsi,%rcx), %ymm5
; CHECK-VBMI-NEXT:    vpmaddwd %ymm3, %ymm5, %ymm3
; CHECK-VBMI-NEXT:    vpaddd %ymm2, %ymm3, %ymm2
; CHECK-VBMI-NEXT:    vpmovsxbw (%rsi,%rcx), %ymm3
; CHECK-VBMI-NEXT:    vpmaddwd %ymm4, %ymm3, %ymm3
; CHECK-VBMI-NEXT:    vpaddd %ymm1, %ymm3, %ymm1
; CHECK-VBMI-NEXT:    addq $32, %rcx
; CHECK-VBMI-NEXT:    cmpq %rcx, %rax
; CHECK-VBMI-NEXT:    jne .LBB8_1
; CHECK-VBMI-NEXT:  # %bb.2: # %middle.block
; CHECK-VBMI-NEXT:    vpaddd %ymm0, %ymm1, %ymm1
; CHECK-VBMI-NEXT:    vpaddd %ymm0, %ymm2, %ymm0
; CHECK-VBMI-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-VBMI-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
;
 CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vmovd %xmm0, %eax
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
```

```
entry:
 %3 = zext i32 %2 to i64
 br label %vector.body

vector.body:
 %index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
 %vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
 %4 = getelementptr inbounds i8, ptr %0, i64 %index
 %5 = bitcast ptr %4 to ptr
 %wide.load = load <32 x i8>, ptr %5, align 1
 %6 = sext <32 x i8> %wide.load to <32 x i32>
 %7 = getelementptr inbounds i8, ptr %1, i64 %index
 %8 = bitcast ptr %7 to ptr
 %wide.load14 = load <32 x i8>, ptr %8, align 1
 %9 = sext <32 x i8> %wide.load14 to <32 x i32>
 %10 = mul nsw <32 x i32> %9, %6
 %11 = add nsw <32 x i32> %10, %vec.phi
 %index.next = add i64 %index, 32
 %12 = icmp eq i64 %index.next, %3
 br i1 %12, label %middle.block, label %vector.body

middle.block:
 %rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32>
 undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20, i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32
28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx1 = add <32 x i32> %11, %rdx.shuf1
 %rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32
12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf
 %rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef>
 %bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15
 %rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx18 = add <32 x i32> %bin.rdx32, %rdx.shuf17
 %rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19
```

```
 %13 = extractelement <32 x i32> %bin.rdx20, i32 0
 ret i32 %13
}

define dso_local i32 @_Z9test_charPcS_i_512(ptr nocapture readonly, ptr nocapture readonly, i32) "min-legal-vector-width"="512" {
; CHECK-SKX-LABEL: _Z9test_charPcS_i_512:
; CHECK-SKX:       # %bb.0: # %entry
; CHECK-SKX-NEXT:    movl %edx, %eax
; CHECK-SKX-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-SKX-NEXT:    xorl %ecx, %ecx
; CHECK-SKX-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-SKX-NEXT:    .p2align 4
; CHECK-SKX-NEXT:  .LBB9_1: # %vector.body
; CHECK-SKX-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-SKX-NEXT:    vpmovsxbw (%rdi,%rcx), %zmm2
; CHECK-SKX-NEXT:    vpmovsxbw (%rsi,%rcx), %zmm3
; CHECK-SKX-NEXT:    vpmaddwd %zmm2, %zmm3, %zmm2
; CHECK-SKX-NEXT:
    vpaddd %zmm1, %zmm2, %zmm1
; CHECK-SKX-NEXT:    addq $32, %rcx
; CHECK-SKX-NEXT:    cmpq %rcx, %rax
; CHECK-SKX-NEXT:    jne .LBB9_1
; CHECK-SKX-NEXT:  # %bb.2: # %middle.block
; CHECK-SKX-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-SKX-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-SKX-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-SKX-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vmovd %xmm0, %eax
; CHECK-SKX-NEXT:    vzeroupper
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: _Z9test_charPcS_i_512:
; CHECK-AVX512:       # %bb.0: # %entry
; CHECK-AVX512-NEXT:    movl %edx, %eax
; CHECK-AVX512-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    xorl %ecx, %ecx
; CHECK-AVX512-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-AVX512-NEXT:
    .p2align 4
; CHECK-AVX512-NEXT:  .LBB9_1: # %vector.body
; CHECK-AVX512-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-AVX512-NEXT:    vpmovsxbw (%rdi,%rcx), %zmm2
```

```
; CHECK-AVX512-NEXT:    vpmovsxbw (%rsi,%rcx), %zmm3
; CHECK-AVX512-NEXT:    vpmaddwd %zmm2, %zmm3, %zmm2
; CHECK-AVX512-NEXT:    vpaddd %zmm1, %zmm2, %zmm1
; CHECK-AVX512-NEXT:    addq $32, %rcx
; CHECK-AVX512-NEXT:    cmpq %rcx, %rax
; CHECK-AVX512-NEXT:    jne .LBB9_1
; CHECK-AVX512-NEXT:  # %bb.2: # %middle.block
; CHECK-AVX512-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-AVX512-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-AVX512-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-AVX512-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:
   vmovd %xmm0, %eax
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: _Z9test_charPcS_i_512:
; CHECK-VBMI:       # %bb.0: # %entry
; CHECK-VBMI-NEXT:    movl %edx, %eax
; CHECK-VBMI-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    xorl %ecx, %ecx
; CHECK-VBMI-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-VBMI-NEXT:    .p2align 4
; CHECK-VBMI-NEXT:  .LBB9_1: # %vector.body
; CHECK-VBMI-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-VBMI-NEXT:    vpmovsxbw (%rdi,%rcx), %zmm2
; CHECK-VBMI-NEXT:    vpmovsxbw (%rsi,%rcx), %zmm3
; CHECK-VBMI-NEXT:    vpmaddwd %zmm2, %zmm3, %zmm2
; CHECK-VBMI-NEXT:    vpaddd %zmm1, %zmm2, %zmm1
; CHECK-VBMI-NEXT:    addq $32, %rcx
; CHECK-VBMI-NEXT:    cmpq %rcx, %rax
; CHECK-VBMI-NEXT:    jne .LBB9_1
; CHECK-VBMI-NEXT:  # %bb.2: # %middle.block
; CHECK-VBMI-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-VBMI-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-VBMI-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-VBMI-NEXT:
   vextracti128 $1, %ymm0, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
```

```
; CHECK-VBMI-NEXT:    vmovd %xmm0, %eax
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
entry:
 %3 = zext i32 %2 to i64
 br label %vector.body

vector.body:
 %index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
 %vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
 %4 = getelementptr inbounds i8, ptr %0, i64 %index
 %5 = bitcast ptr %4 to ptr
 %wide.load = load <32 x i8>, ptr %5, align 1
 %6 = sext <32 x i8> %wide.load to <32 x i32>
 %7 = getelementptr inbounds i8, ptr %1, i64 %index
 %8 = bitcast ptr %7 to ptr
 %wide.load14 = load <32 x i8>, ptr %8, align 1
 %9 = sext <32 x i8> %wide.load14 to <32 x i32>
 %10 = mul nsw <32 x i32>
 %9, %6
 %11 = add nsw <32 x i32> %10, %vec.phi
 %index.next = add i64 %index, 32
 %12 = icmp eq i64 %index.next, %3
 br i1 %12, label %middle.block, label %vector.body

middle.block:
 %rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20,
i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef>
 %bin.rdx1 = add <32 x i32> %11, %rdx.shuf1
 %rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32
12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32
 undef, i32 undef>
 %bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf
 %rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15
 %rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx18 = add <32 x i32> %bin.rdx32,
```

```
 %rdx.shuf17
 %rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19
 %13 = extractelement <32 x i32> %bin.rdx20, i32 0
 ret i32 %13
}

@a = dso_local global [1024 x i8] zeroinitializer, align 16
@b = dso_local global [1024 x i8] zeroinitializer, align 16

define dso_local i32 @sad_16i8_256() "min-legal-vector-width"="256" {
; CHECK-SKX-LABEL: sad_16i8_256:
; CHECK-SKX:       # %bb.0: # %entry
; CHECK-SKX-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-SKX-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-SKX-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-SKX-NEXT:
   .p2align 4
; CHECK-SKX-NEXT:  .LBB10_1: # %vector.body
; CHECK-SKX-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-SKX-NEXT:    vmovdqu a+1024(%rax), %xmm2
; CHECK-SKX-NEXT:    vpsadbw b+1024(%rax), %xmm2, %xmm2
; CHECK-SKX-NEXT:    vpaddd %ymm1, %ymm2, %ymm1
; CHECK-SKX-NEXT:    addq $4, %rax
; CHECK-SKX-NEXT:    jne .LBB10_1
; CHECK-SKX-NEXT:  # %bb.2: # %middle.block
; CHECK-SKX-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-SKX-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vmovd %xmm0, %eax
; CHECK-SKX-NEXT:    vzeroupper
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: sad_16i8_256:
; CHECK-AVX512:       # %bb.0: # %entry
; CHECK-AVX512-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    movq $-1024, %rax # imm
 = 0xFC00
; CHECK-AVX512-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-AVX512-NEXT:    .p2align 4
; CHECK-AVX512-NEXT:  .LBB10_1: # %vector.body
```

```
; CHECK-AVX512-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-AVX512-NEXT:    vmovdqu a+1024(%rax), %xmm2
; CHECK-AVX512-NEXT:    vpsadbw b+1024(%rax), %xmm2, %xmm2
; CHECK-AVX512-NEXT:    vpaddd %ymm1, %ymm2, %ymm1
; CHECK-AVX512-NEXT:    addq $4, %rax
; CHECK-AVX512-NEXT:    jne .LBB10_1
; CHECK-AVX512-NEXT:  # %bb.2: # %middle.block
; CHECK-AVX512-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vmovd %xmm0, %eax
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: sad_16i8_256:
;
 CHECK-VBMI:       # %bb.0: # %entry
; CHECK-VBMI-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-VBMI-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-VBMI-NEXT:    .p2align 4
; CHECK-VBMI-NEXT:  .LBB10_1: # %vector.body
; CHECK-VBMI-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-VBMI-NEXT:    vmovdqu a+1024(%rax), %xmm2
; CHECK-VBMI-NEXT:    vpsadbw b+1024(%rax), %xmm2, %xmm2
; CHECK-VBMI-NEXT:    vpaddd %ymm1, %ymm2, %ymm1
; CHECK-VBMI-NEXT:    addq $4, %rax
; CHECK-VBMI-NEXT:    jne .LBB10_1
; CHECK-VBMI-NEXT:  # %bb.2: # %middle.block
; CHECK-VBMI-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-VBMI-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vmovd %xmm0, %eax
;
 CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
entry:
 br label %vector.body

vector.body:
```

```
 %index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
 %vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
 %0 = getelementptr inbounds [1024 x i8], ptr @a, i64 0, i64 %index
 %1 = bitcast ptr %0 to ptr
 %wide.load = load <16 x i8>, ptr %1, align 4
 %2 = zext <16 x i8> %wide.load to <16 x i32>
 %3 = getelementptr inbounds [1024 x i8], ptr @b, i64 0, i64 %index
 %4 = bitcast ptr %3 to ptr
 %wide.load1 = load <16 x i8>, ptr %4, align 4
 %5 = zext <16 x i8> %wide.load1 to <16 x i32>
 %6 = sub nsw <16 x i32> %2, %5
 %7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
 %8 = sub nsw <16 x i32> zeroinitializer, %6
 %9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
 %10 = add nsw <16 x i32> %9, %vec.phi
 %index.next = add i64 %index,
 4
 %11 = icmp eq i64 %index.next, 1024
 br i1 %11, label %middle.block, label %vector.body

middle.block:
 %rdx.shuf = shufflevector <16 x i32> %10, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx = add <16 x i32> %10, %rdx.shuf
 %rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
 %rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
 %rdx.shuf4 = shufflevector
 <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
 %12 = extractelement <16 x i32> %bin.rdx4, i32 0
 ret i32 %12
}

define dso_local i32 @sad_16i8_512() "min-legal-vector-width"="512" {
; CHECK-SKX-LABEL: sad_16i8_512:
; CHECK-SKX:       # %bb.0: # %entry
; CHECK-SKX-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-SKX-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-SKX-NEXT:    .p2align 4
; CHECK-SKX-NEXT:  .LBB11_1: # %vector.body
```

```
; CHECK-SKX-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-SKX-NEXT:    vmovdqu a+1024(%rax), %xmm1
; CHECK-SKX-NEXT:    vpsadbw b+1024(%rax), %xmm1, %xmm1
; CHECK-SKX-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-SKX-NEXT:    addq $4, %rax
; CHECK-SKX-NEXT:    jne .LBB11_1
; CHECK-SKX-NEXT:  # %bb.2: # %middle.block
; CHECK-SKX-NEXT:
   vextracti64x4 $1, %zmm0, %ymm1
; CHECK-SKX-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-SKX-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-SKX-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-SKX-NEXT:    vmovd %xmm0, %eax
; CHECK-SKX-NEXT:    vzeroupper
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: sad_16i8_512:
; CHECK-AVX512:       # %bb.0: # %entry
; CHECK-AVX512-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-AVX512-NEXT:    .p2align 4
; CHECK-AVX512-NEXT:  .LBB11_1: # %vector.body
; CHECK-AVX512-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-AVX512-NEXT:    vmovdqu a+1024(%rax), %xmm1
; CHECK-AVX512-NEXT:    vpsadbw b+1024(%rax), %xmm1, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-AVX512-NEXT:    addq $4,
 %rax
; CHECK-AVX512-NEXT:    jne .LBB11_1
; CHECK-AVX512-NEXT:  # %bb.2: # %middle.block
; CHECK-AVX512-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-AVX512-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-AVX512-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vpsrlq $32, %xmm0, %xmm1
; CHECK-AVX512-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-AVX512-NEXT:    vmovd %xmm0, %eax
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: sad_16i8_512:
; CHECK-VBMI:       # %bb.0: # %entry
```

```
; CHECK-VBMI-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    movq $-1024, %rax # imm = 0xFC00
; CHECK-VBMI-NEXT:    .p2align 4
; CHECK-VBMI-NEXT:  .LBB11_1: # %vector.body
; CHECK-VBMI-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-VBMI-NEXT:    vmovdqu a+1024(%rax), %xmm1
; CHECK-VBMI-NEXT:
    vpsadbw b+1024(%rax), %xmm1, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
; CHECK-VBMI-NEXT:    addq $4, %rax
; CHECK-VBMI-NEXT:    jne .LBB11_1
; CHECK-VBMI-NEXT:  # %bb.2: # %middle.block
; CHECK-VBMI-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
; CHECK-VBMI-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
; CHECK-VBMI-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
; CHECK-VBMI-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-VBMI-NEXT:    vmovd %xmm0, %eax
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
entry:
 br label %vector.body

vector.body:
 %index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
 %vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
 %0 = getelementptr inbounds [1024 x i8], ptr @a, i64 0, i64 %index
 %1 = bitcast ptr
 %0 to ptr
 %wide.load = load <16 x i8>, ptr %1, align 4
 %2 = zext <16 x i8> %wide.load to <16 x i32>
 %3 = getelementptr inbounds [1024 x i8], ptr @b, i64 0, i64 %index
 %4 = bitcast ptr %3 to ptr
 %wide.load1 = load <16 x i8>, ptr %4, align 4
 %5 = zext <16 x i8> %wide.load1 to <16 x i32>
 %6 = sub nsw <16 x i32> %2, %5
 %7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -
1, i32 -1, i32 -1, i32 -1, i32 -1>
 %8 = sub nsw <16 x i32> zeroinitializer, %6
 %9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
 %10 = add nsw <16 x i32> %9, %vec.phi
 %index.next = add i64 %index, 4
 %11 = icmp eq i64 %index.next, 1024
 br i1 %11, label %middle.block, label %vector.body
```

```
middle.block:
 %rdx.shuf = shufflevector <16 x i32> %10, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx = add <16 x i32> %10, %rdx.shuf
 %rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
 %rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
 %rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
 %bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
 %12 = extractelement <16 x i32> %bin.rdx4, i32 0
 ret i32 %12
}

define
 dso_local void @sbto16f32_256(<16 x i16> %a, ptr %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: sbto16f32_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    kshiftrw $8, %k0, %k1
; CHECK-NEXT:    vpmovm2d %k1, %ymm0
; CHECK-NEXT:    vcvtdq2ps %ymm0, %ymm0
; CHECK-NEXT:    vpmovm2d %k0, %ymm1
; CHECK-NEXT:    vcvtdq2ps %ymm1, %ymm1
; CHECK-NEXT:    vmovaps %ymm1, (%rdi)
; CHECK-NEXT:    vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = sitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, ptr %res
 ret void
}

define dso_local void @sbto16f32_512(<16 x i16> %a, ptr %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: sbto16f32_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    vpmovm2d %k0, %zmm0
; CHECK-NEXT:    vcvtdq2ps %zmm0, %zmm0
; CHECK-NEXT:    vmovaps %zmm0, (%rdi)
; CHECK-NEXT:    vzeroupper
```

```
; CHECK-NEXT:
   retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = sitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, ptr %res
 ret void
}

define dso_local void @sbto16f64_256(<16 x i16> %a, ptr %res)  "min-legal-vector-width"="256" {
; CHECK-LABEL: sbto16f64_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    kshiftrw $8, %k0, %k1
; CHECK-NEXT:    vpmovm2d %k1, %ymm0
; CHECK-NEXT:    vcvtdq2pd %xmm0, %ymm1
; CHECK-NEXT:    vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT:    vcvtdq2pd %xmm0, %ymm0
; CHECK-NEXT:    vpmovm2d %k0, %ymm2
; CHECK-NEXT:    vcvtdq2pd %xmm2, %ymm3
; CHECK-NEXT:    vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT:    vcvtdq2pd %xmm2, %ymm2
; CHECK-NEXT:    vmovaps %ymm2, 32(%rdi)
; CHECK-NEXT:    vmovaps %ymm3, (%rdi)
; CHECK-NEXT:    vmovaps %ymm0, 96(%rdi)
; CHECK-NEXT:    vmovaps %ymm1, 64(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = sitofp <16 x i1> %mask
 to <16 x double>
 store <16 x double> %1, ptr %res
 ret void
}

define dso_local void @sbto16f64_512(<16 x i16> %a, ptr %res)  "min-legal-vector-width"="512" {
; CHECK-LABEL: sbto16f64_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    vpmovm2d %k0, %zmm0
; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm1
; CHECK-NEXT:    vextracti64x4 $1, %zmm0, %ymm0
; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm0
; CHECK-NEXT:    vmovaps %zmm0, 64(%rdi)
; CHECK-NEXT:    vmovaps %zmm1, (%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = sitofp <16 x i1> %mask to <16 x double>
```

```
 store <16 x double> %1, ptr %res
 ret void
}

define dso_local void @ubto16f32_256(<16 x i16> %a, ptr %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: ubto16f32_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    kshiftrw $8, %k0, %k1
; CHECK-NEXT:    vpmovm2d %k1, %ymm0
; CHECK-NEXT:    vpsrld $31, %ymm0, %ymm0
;
 CHECK-NEXT:    vcvtdq2ps %ymm0, %ymm0
; CHECK-NEXT:    vpmovm2d %k0, %ymm1
; CHECK-NEXT:    vpsrld $31, %ymm1, %ymm1
; CHECK-NEXT:    vcvtdq2ps %ymm1, %ymm1
; CHECK-NEXT:    vmovaps %ymm1, (%rdi)
; CHECK-NEXT:    vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, ptr %res
 ret void
}

define dso_local void @ubto16f32_512(<16 x i16> %a, ptr %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: ubto16f32_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    vpmovm2d %k0, %zmm0
; CHECK-NEXT:    vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT:    vcvtdq2ps %zmm0, %zmm0
; CHECK-NEXT:    vmovaps %zmm0, (%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, ptr %res
 ret void
}

define dso_local void @ubto16f64_256(<16
 x i16> %a, ptr %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: ubto16f64_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    kshiftrw $8, %k0, %k1
```

```
; CHECK-NEXT:    vpmovm2d %k1, %ymm0
; CHECK-NEXT:    vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT:    vcvtdq2pd %xmm0, %ymm1
; CHECK-NEXT:    vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT:    vcvtdq2pd %xmm0, %ymm0
; CHECK-NEXT:    vpmovm2d %k0, %ymm2
; CHECK-NEXT:    vpsrld $31, %ymm2, %ymm2
; CHECK-NEXT:    vcvtdq2pd %xmm2, %ymm3
; CHECK-NEXT:    vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT:    vcvtdq2pd %xmm2, %ymm2
; CHECK-NEXT:    vmovaps %ymm2, 32(%rdi)
; CHECK-NEXT:    vmovaps %ymm3, (%rdi)
; CHECK-NEXT:    vmovaps %ymm0, 96(%rdi)
; CHECK-NEXT:    vmovaps %ymm1, 64(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x double>
 store <16 x double> %1, ptr %res
 ret void
}

define dso_local void @ubto16f64_512(<16
 x i16> %a, ptr %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: ubto16f64_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovw2m %ymm0, %k0
; CHECK-NEXT:    vpmovm2d %k0, %zmm0
; CHECK-NEXT:    vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm1
; CHECK-NEXT:    vextracti64x4 $1, %zmm0, %ymm0
; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm0
; CHECK-NEXT:    vmovaps %zmm0, 64(%rdi)
; CHECK-NEXT:    vmovaps %zmm1, (%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x double>
 store <16 x double> %1, ptr %res
 ret void
}

define <16 x i16> @test_16f32toub_256(ptr %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
; CHECK-LABEL: test_16f32toub_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vcvttps2dq (%rdi), %ymm1
; CHECK-NEXT:    vpslld $31, %ymm1, %ymm1
; CHECK-NEXT:    vpmovd2m %ymm1, %k0
```

```
; CHECK-NEXT:    vcvttps2dq 32(%rdi), %ymm1
; CHECK-NEXT:    vpslld $31, %ymm1, %ymm1
;
 CHECK-NEXT:    vpmovd2m %ymm1, %k1
; CHECK-NEXT:    kunpckbw %k0, %k1, %k1
; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:    retq
 %a = load <16 x float>, ptr %ptr
 %mask = fptoui <16 x float> %a to <16 x i1>
 %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
 ret <16 x i16> %select
}

define <16 x i16> @test_16f32toub_512(ptr %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
; CHECK-LABEL: test_16f32toub_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vcvttps2dq (%rdi), %zmm1
; CHECK-NEXT:    vpslld $31, %zmm1, %zmm1
; CHECK-NEXT:    vpmovd2m %zmm1, %k1
; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:    retq
 %a = load <16 x float>, ptr %ptr
 %mask = fptoui <16 x float> %a to <16 x i1>
 %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
 ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_256(ptr %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
;
 CHECK-LABEL: test_16f32tosb_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vcvttps2dq (%rdi), %ymm1
; CHECK-NEXT:    vpmovd2m %ymm1, %k0
; CHECK-NEXT:    vcvttps2dq 32(%rdi), %ymm1
; CHECK-NEXT:    vpmovd2m %ymm1, %k1
; CHECK-NEXT:    kunpckbw %k0, %k1, %k1
; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:    retq
 %a = load <16 x float>, ptr %ptr
 %mask = fptosi <16 x float> %a to <16 x i1>
 %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
 ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_512(ptr %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
; CHECK-LABEL: test_16f32tosb_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vcvttps2dq (%rdi), %zmm1
```

```
; CHECK-NEXT:    vpmovd2m %zmm1, %k1
; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:    retq
 %a = load <16 x float>, ptr %ptr
 %mask = fptosi <16 x float> %a to <16 x i1>
 %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
  ret <16 x i16> %select
}

define dso_local void @mul256(ptr %a, ptr %b, ptr %c) "min-legal-vector-width"="256" {
; CHECK-SKX-VBMI-LABEL: mul256:
; CHECK-SKX-VBMI:       # %bb.0:
; CHECK-SKX-VBMI-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-SKX-VBMI-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-SKX-VBMI-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-SKX-VBMI-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-SKX-VBMI-NEXT:    vpbroadcastw {{.*#+}} ymm4 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-SKX-VBMI-NEXT:    vpandn %ymm3, %ymm4, %ymm5
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %ymm5, %ymm1, %ymm5
; CHECK-SKX-VBMI-NEXT:    vpand %ymm4, %ymm3, %ymm3
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %ymm3, %ymm1, %ymm1
; CHECK-SKX-VBMI-NEXT:    vmovdqa {{.*#+}} ymm3 =
[0,32,2,34,4,36,6,38,8,40,10,42,12,44,14,46,16,48,18,50,20,52,22,54,24,56,26,58,28,60,30,62]
; CHECK-SKX-VBMI-NEXT:    vpermt2b %ymm5, %ymm3, %ymm1
; CHECK-SKX-VBMI-NEXT:    vpandn %ymm2, %ymm4, %ymm5
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw
 %ymm5, %ymm0, %ymm5
; CHECK-SKX-VBMI-NEXT:    vpand %ymm4, %ymm2, %ymm2
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %ymm2, %ymm0, %ymm0
; CHECK-SKX-VBMI-NEXT:    vpermt2b %ymm5, %ymm3, %ymm0
; CHECK-SKX-VBMI-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-SKX-VBMI-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-SKX-VBMI-NEXT:    vzeroupper
; CHECK-SKX-VBMI-NEXT:    retq
;
; CHECK-AVX512-LABEL: mul256:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-AVX512-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-AVX512-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-AVX512-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-AVX512-NEXT:    vpbroadcastw {{.*#+}} ymm4 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-AVX512-NEXT:    vpand %ymm4, %ymm3, %ymm5
; CHECK-AVX512-NEXT:    vpmaddubsw %ymm5, %ymm1, %ymm5
; CHECK-AVX512-NEXT:    vpandn %ymm3, %ymm4, %ymm3
; CHECK-AVX512-NEXT:    vpmaddubsw %ymm3, %ymm1, %ymm1
```

```
; CHECK-AVX512-NEXT:    vpsllw $8, %ymm1, %ymm1
; CHECK-AVX512-NEXT:
   vpternlogq {{.*#+}} ymm1 = ymm1 | (ymm5 & ymm4)
; CHECK-AVX512-NEXT:    vpand %ymm4, %ymm2, %ymm3
; CHECK-AVX512-NEXT:    vpmaddubsw %ymm3, %ymm0, %ymm3
; CHECK-AVX512-NEXT:    vpandn %ymm2, %ymm4, %ymm2
; CHECK-AVX512-NEXT:    vpmaddubsw %ymm2, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    vpsllw $8, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    vpternlogq {{.*#+}} ymm0 = ymm0 | (ymm3 & ymm4)
; CHECK-AVX512-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-AVX512-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: mul256:
; CHECK-VBMI:       # %bb.0:
; CHECK-VBMI-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-VBMI-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-VBMI-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-VBMI-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-VBMI-NEXT:    vpbroadcastw {{.*#+}} ymm4 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-VBMI-NEXT:    vpandn %ymm3, %ymm4, %ymm5
; CHECK-VBMI-NEXT:    vpmaddubsw %ymm5, %ymm1, %ymm5
;
 CHECK-VBMI-NEXT:    vpand %ymm4, %ymm3, %ymm3
; CHECK-VBMI-NEXT:    vpmaddubsw %ymm3, %ymm1, %ymm1
; CHECK-VBMI-NEXT:    vmovdqa {{.*#+}} ymm3 =
[0,32,2,34,4,36,6,38,8,40,10,42,12,44,14,46,16,48,18,50,20,52,22,54,24,56,26,58,28,60,30,62]
; CHECK-VBMI-NEXT:    vpermt2b %ymm5, %ymm3, %ymm1
; CHECK-VBMI-NEXT:    vpandn %ymm2, %ymm4, %ymm5
; CHECK-VBMI-NEXT:    vpmaddubsw %ymm5, %ymm0, %ymm5
; CHECK-VBMI-NEXT:    vpand %ymm4, %ymm2, %ymm2
; CHECK-VBMI-NEXT:    vpmaddubsw %ymm2, %ymm0, %ymm0
; CHECK-VBMI-NEXT:    vpermt2b %ymm5, %ymm3, %ymm0
; CHECK-VBMI-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-VBMI-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
 %d = load <64 x i8>, ptr %a
 %e = load <64 x i8>, ptr %b
 %f = mul <64 x i8> %d, %e
 store <64 x i8> %f, ptr %c
 ret void
}

define dso_local void @mul512(ptr %a, ptr %b, ptr %c) "min-legal-vector-width"="512" {
; CHECK-SKX-VBMI-LABEL: mul512:
```

```
; CHECK-SKX-VBMI:       # %bb.0:
; CHECK-SKX-VBMI-NEXT:
   vmovdqa64 (%rdi), %zmm0
; CHECK-SKX-VBMI-NEXT:    vmovdqa64 (%rsi), %zmm1
; CHECK-SKX-VBMI-NEXT:    vpbroadcastw {{.*#+}} zmm2 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-SKX-VBMI-NEXT:    vpandnq %zmm1, %zmm2, %zmm3
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %zmm3, %zmm0, %zmm3
; CHECK-SKX-VBMI-NEXT:    vpandq %zmm2, %zmm1, %zmm1
; CHECK-SKX-VBMI-NEXT:    vpmaddubsw %zmm1, %zmm0, %zmm0
; CHECK-SKX-VBMI-NEXT:    vmovdqa64 {{.*#+}} zmm1 =
[0,64,2,66,4,68,6,70,8,72,10,74,12,76,14,78,16,80,18,82,20,84,22,86,24,88,26,90,28,92,30,94,32,96,34,98,36,100,38,102,40,104,42,106,44,108,46,110,48,112,50,114,52,116,54,118,56,120,58,122,60,124,62,126]
; CHECK-SKX-VBMI-NEXT:    vpermi2b %zmm3, %zmm0, %zmm1
; CHECK-SKX-VBMI-NEXT:    vmovdqa64 %zmm1, (%rdx)
; CHECK-SKX-VBMI-NEXT:    vzeroupper
; CHECK-SKX-VBMI-NEXT:    retq
;
; CHECK-AVX512-LABEL: mul512:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:
   vmovdqa64 (%rdi), %zmm0
; CHECK-AVX512-NEXT:    vmovdqa64 (%rsi), %zmm1
; CHECK-AVX512-NEXT:    vpbroadcastw {{.*#+}} zmm2 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-AVX512-NEXT:    vpandq %zmm2, %zmm1, %zmm3
; CHECK-AVX512-NEXT:    vpmaddubsw %zmm3, %zmm0, %zmm3
; CHECK-AVX512-NEXT:    vpandnq %zmm1, %zmm2, %zmm1
; CHECK-AVX512-NEXT:    vpmaddubsw %zmm1, %zmm0, %zmm0
; CHECK-AVX512-NEXT:    vpsllw $8, %zmm0, %zmm0
; CHECK-AVX512-NEXT:    vpternlogq {{.*#+}} zmm0 = zmm0 | (zmm3 & zmm2)
; CHECK-AVX512-NEXT:    vmovdqa64 %zmm0, (%rdx)
; CHECK-AVX512-NEXT:    vzeroupper
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: mul512:
; CHECK-VBMI:       # %bb.0:
; CHECK-VBMI-NEXT:    vmovdqa64 (%rdi), %zmm0
; CHECK-VBMI-NEXT:    vmovdqa64 (%rsi), %zmm1
; CHECK-VBMI-NEXT:    vpbroadcastw {{.*#+}} zmm2 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
;
 CHECK-VBMI-NEXT:    vpandnq %zmm1, %zmm2, %zmm3
; CHECK-VBMI-NEXT:    vpmaddubsw %zmm3, %zmm0, %zmm3
; CHECK-VBMI-NEXT:    vpandq %zmm2, %zmm1, %zmm1
```

```
; CHECK-VBMI-NEXT:    vpmaddubsw %zmm1, %zmm0, %zmm0
; CHECK-VBMI-NEXT:    vmovdqa64 {{.*#+}} zmm1 =
[0,64,2,66,4,68,6,70,8,72,10,74,12,76,14,78,16,80,18,82,20,84,22,86,24,88,26,90,28,92,30,94,32,96,34,98,36,100,3
8,102,40,104,42,106,44,108,46,110,48,112,50,114,52,116,54,118,56,120,58,122,60,124,62,126]
; CHECK-VBMI-NEXT:    vpermi2b %zmm3, %zmm0, %zmm1
; CHECK-VBMI-NEXT:    vmovdqa64 %zmm1, (%rdx)
; CHECK-VBMI-NEXT:    vzeroupper
; CHECK-VBMI-NEXT:    retq
 %d = load <64 x i8>, ptr %a
 %e = load <64 x i8>, ptr %b
 %f = mul <64 x i8> %d, %e
 store <64 x i8> %f, ptr %c
 ret void
}

; This threw an assertion at one point.
define <4 x i32> @mload_v4i32(<4 x i32> %trigger, ptr %addr, <4 x i32> %dst) "min-legal-vector-width"="256" {
; CHECK-LABEL: mload_v4i32:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vptestnmd
 %xmm0, %xmm0, %k1
; CHECK-NEXT:    vpblendmd (%rdi), %xmm1, %xmm0 {%k1}
; CHECK-NEXT:    retq
 %mask = icmp eq <4 x i32> %trigger, zeroinitializer
 %res = call <4 x i32> @llvm.masked.load.v4i32.p0(ptr %addr, i32 4, <4 x i1> %mask, <4 x i32> %dst)
 ret <4 x i32> %res
}
declare <4 x i32> @llvm.masked.load.v4i32.p0(ptr, i32, <4 x i1>, <4 x i32>)

define <16 x i32> @trunc_v16i64_v16i32(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i64_v16i32:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vmovdqa 64(%rdi), %ymm2
; CHECK-NEXT:    vmovdqa 96(%rdi), %ymm3
; CHECK-NEXT:    vpmovqd %ymm0, %xmm0
; CHECK-NEXT:    vpmovqd %ymm1, %xmm1
; CHECK-NEXT:    vinserti128 $1, %xmm1, %ymm0, %ymm0
; CHECK-NEXT:    vpmovqd %ymm2, %xmm1
; CHECK-NEXT:    vpmovqd %ymm3, %xmm2
; CHECK-NEXT:    vinserti128 $1, %xmm2, %ymm1, %ymm1
; CHECK-NEXT:    retq
 %a = load <16 x i64>, ptr %x
 %b = trunc <16 x i64>
 %a to <16 x i32>
 ret <16 x i32> %b
}
```

```
define <16 x i8> @trunc_v16i64_v16i8(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i64_v16i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vmovdqa 64(%rdi), %ymm2
; CHECK-NEXT:    vmovdqa 96(%rdi), %ymm3
; CHECK-NEXT:    vpmovqb %ymm3, %xmm3
; CHECK-NEXT:    vpmovqb %ymm2, %xmm2
; CHECK-NEXT:    vpunpckldq {{.*#+}} xmm2 = xmm2[0],xmm3[0],xmm2[1],xmm3[1]
; CHECK-NEXT:    vpmovqb %ymm1, %xmm1
; CHECK-NEXT:    vpmovqb %ymm0, %xmm0
; CHECK-NEXT:    vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0],xmm0[1],xmm1[1]
; CHECK-NEXT:    vpunpcklqdq {{.*#+}} xmm0 = xmm0[0],xmm2[0]
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <16 x i64>, ptr %x
 %b = trunc <16 x i64> %a to <16 x i8>
 ret <16 x i8> %b
}

define <16 x i8> @trunc_v16i32_v16i8(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i32_v16i8:
; CHECK:       # %bb.0:
;
 CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpmovdb %ymm1, %xmm1
; CHECK-NEXT:    vpmovdb %ymm0, %xmm0
; CHECK-NEXT:    vpunpcklqdq {{.*#+}} xmm0 = xmm0[0],xmm1[0]
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %x
 %b = trunc <16 x i32> %a to <16 x i8>
 ret <16 x i8> %b
}

define <8 x i8> @trunc_v8i64_v8i8(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpmovqb %ymm1, %xmm1
; CHECK-NEXT:    vpmovqb %ymm0, %xmm0
; CHECK-NEXT:    vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0],xmm0[1],xmm1[1]
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
```

```
 %a = load <8 x i64>, ptr %x
 %b = trunc <8 x i64> %a to <8 x i8>
 ret <8 x i8> %b
}

define <8 x i16> @trunc_v8i64_v8i16(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i16:
; CHECK:
      # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:    vpmovqw %ymm1, %xmm1
; CHECK-NEXT:    vpmovqw %ymm0, %xmm0
; CHECK-NEXT:    vpunpcklqdq {{.*#+}} xmm0 = xmm0[0],xmm1[0]
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <8 x i64>, ptr %x
 %b = trunc <8 x i64> %a to <8 x i16>
 ret <8 x i16> %b
}

define <8 x i32> @trunc_v8i64_v8i32_zeroes(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i32_zeroes:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpsrlq $48, 32(%rdi), %ymm0
; CHECK-NEXT:    vpsrlq $48, (%rdi), %ymm1
; CHECK-NEXT:    vpackusdw %ymm0, %ymm1, %ymm0
; CHECK-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT:    retq
 %a = load <8 x i64>, ptr %x
 %b = lshr <8 x i64> %a, <i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48>
 %c = trunc <8 x i64> %b to <8 x i32>
 ret <8 x i32> %c
}

define <16 x i16> @trunc_v16i32_v16i16_zeroes(ptr %x) nounwind "min-legal-vector-width"="256"
 {
; CHECK-LABEL: trunc_v16i32_v16i16_zeroes:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-NEXT:    vpmovsxbw {{.*#+}} ymm0 = [1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31]
; CHECK-NEXT:    vpermi2w 32(%rdi), %ymm1, %ymm0
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %x
 %b = lshr <16 x i32> %a, <i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32
16, i32 16, i32 16, i32 16, i32 16>
 %c = trunc <16 x i32> %b to <16 x i16>
 ret <16 x i16> %c
```

```
}

define <32 x i8> @trunc_v32i16_v32i8_zeroes(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-SKX-VBMI-LABEL: trunc_v32i16_v32i8_zeroes:
; CHECK-SKX-VBMI:       # %bb.0:
; CHECK-SKX-VBMI-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-SKX-VBMI-NEXT:    vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-SKX-VBMI-NEXT:    vpermi2b 32(%rdi), %ymm1, %ymm0
; CHECK-SKX-VBMI-NEXT:    retq
;
;
 CHECK-AVX512-LABEL: trunc_v32i16_v32i8_zeroes:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vpsrlw $8, 32(%rdi), %ymm0
; CHECK-AVX512-NEXT:    vpsrlw $8, (%rdi), %ymm1
; CHECK-AVX512-NEXT:    vpackuswb %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: trunc_v32i16_v32i8_zeroes:
; CHECK-VBMI:       # %bb.0:
; CHECK-VBMI-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-VBMI-NEXT:    vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-VBMI-NEXT:    vpermi2b 32(%rdi), %ymm1, %ymm0
; CHECK-VBMI-NEXT:    retq
 %a = load <32 x i16>, ptr %x
 %b = lshr <32 x i16> %a, <i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8,
i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8>
 %c = trunc <32 x i16> %b to <32 x i8>
 ret <32
 x i8> %c
}

define <8 x i32> @trunc_v8i64_v8i32_sign(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i32_sign:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpsraq $48, 32(%rdi), %ymm0
; CHECK-NEXT:    vpsraq $48, (%rdi), %ymm1
; CHECK-NEXT:    vpackssdw %ymm0, %ymm1, %ymm0
; CHECK-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT:    retq
 %a = load <8 x i64>, ptr %x
 %b = ashr <8 x i64> %a, <i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48>
 %c = trunc <8 x i64> %b to <8 x i32>
 ret <8 x i32> %c
}
```

```
define <16 x i16> @trunc_v16i32_v16i16_sign(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i32_v16i16_sign:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-NEXT:    vpmovsxbw {{.*#+}} ymm0 = [1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31]
; CHECK-NEXT:    vpermi2w 32(%rdi), %ymm1, %ymm0
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %x
 %b = ashr <16 x i32> %a, <i32 16, i32 16, i32 16,
 i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16>
 %c = trunc <16 x i32> %b to <16 x i16>
 ret <16 x i16> %c
}

define <32 x i8> @trunc_v32i16_v32i8_sign(ptr %x) nounwind "min-legal-vector-width"="256" {
; CHECK-SKX-VBMI-LABEL: trunc_v32i16_v32i8_sign:
; CHECK-SKX-VBMI:       # %bb.0:
; CHECK-SKX-VBMI-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-SKX-VBMI-NEXT:    vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-SKX-VBMI-NEXT:    vpermi2b 32(%rdi), %ymm1, %ymm0
; CHECK-SKX-VBMI-NEXT:    retq
;
; CHECK-AVX512-LABEL: trunc_v32i16_v32i8_sign:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vpsrlw $8, 32(%rdi), %ymm0
; CHECK-AVX512-NEXT:    vpsrlw $8, (%rdi), %ymm1
; CHECK-AVX512-NEXT:    vpackuswb %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI-LABEL: trunc_v32i16_v32i8_sign:
; CHECK-VBMI:
      # %bb.0:
; CHECK-VBMI-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-VBMI-NEXT:    vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-VBMI-NEXT:    vpermi2b 32(%rdi), %ymm1, %ymm0
; CHECK-VBMI-NEXT:    retq
 %a = load <32 x i16>, ptr %x
 %b = ashr <32 x i16> %a, <i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8,
i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8>
 %c = trunc <32 x i16> %b to <32 x i8>
 ret <32 x i8> %c
}

define dso_local void @zext_v16i8_v16i64(<16 x i8> %x, ptr %y) nounwind "min-legal-vector-width"="256" {
```

```
; CHECK-LABEL: zext_v16i8_v16i64:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovzxbw {{.*#+}} ymm1 =
xmm0[0],zero,xmm0[1],zero,xmm0[2],zero,xmm0[3],zero,xmm0[4],zero,xmm0[5],zero,xmm0[6],zero,xmm0[7],zer
o,xmm0[8],zero,xmm0[9],zero,xmm0[10],zero,xmm0[11],zero,xmm0[12],zero,xmm0[13],zero,xmm0[14],zero,xm
m0[15],zero
;
 CHECK-NEXT:    vpshufd {{.*#+}} xmm2 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovzxwq {{.*#+}} ymm2 =
xmm2[0],zero,zero,zero,xmm2[1],zero,zero,zero,xmm2[2],zero,zero,zero,xmm2[3],zero,zero,zero
; CHECK-NEXT:    vextracti128 $1, %ymm1, %xmm1
; CHECK-NEXT:    vpshufd {{.*#+}} xmm3 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovzxwq {{.*#+}} ymm3 =
xmm3[0],zero,zero,zero,xmm3[1],zero,zero,zero,xmm3[2],zero,zero,zero,xmm3[3],zero,zero,zero
; CHECK-NEXT:    vpmovzxwq {{.*#+}} ymm1 =
xmm1[0],zero,zero,zero,xmm1[1],zero,zero,zero,xmm1[2],zero,zero,zero,xmm1[3],zero,zero,zero
; CHECK-NEXT:    vpmovzxbq {{.*#+}} ymm0 =
xmm0[0],zero,zero,zero,zero,zero,zero,zero,xmm0[1],zero,zero,zero,zero,zero,zero,zero,xmm0[2],zero,zero,zero,zer
o,zero,zero,zero,xmm0[3],zero,zero,zero,zero,zero,zero,zero
; CHECK-NEXT:    vmovdqa %ymm0, (%rdi)
; CHECK-NEXT:    vmovdqa %ymm1, 64(%rdi)
; CHECK-NEXT:    vmovdqa %ymm3, 96(%rdi)
; CHECK-NEXT:    vmovdqa %ymm2, 32(%rdi)
; CHECK-NEXT:
   vzeroupper
; CHECK-NEXT:    retq
 %a = zext <16 x i8> %x to <16 x i64>
 store <16 x i64> %a, ptr %y
 ret void
}

define dso_local void @sext_v16i8_v16i64(<16 x i8> %x, ptr %y) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: sext_v16i8_v16i64:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpmovsxbw %xmm0, %ymm1
; CHECK-NEXT:    vpshufd {{.*#+}} xmm2 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovsxwq %xmm2, %ymm2
; CHECK-NEXT:    vextracti128 $1, %ymm1, %xmm1
; CHECK-NEXT:    vpshufd {{.*#+}} xmm3 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovsxwq %xmm3, %ymm3
; CHECK-NEXT:    vpmovsxwq %xmm1, %ymm1
; CHECK-NEXT:    vpmovsxbq %xmm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdi)
; CHECK-NEXT:    vmovdqa %ymm1, 64(%rdi)
; CHECK-NEXT:    vmovdqa %ymm3, 96(%rdi)
; CHECK-NEXT:    vmovdqa %ymm2, 32(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
```

```
 %a = sext <16 x i8> %x to <16 x i64>
 store <16 x i64> %a, ptr %y
 ret void
}

define dso_local void @vselect_split_v8i16_setcc(<8 x i16> %s,
 <8 x i16> %t, ptr %p, ptr %q, ptr %r) "min-legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v8i16_setcc:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:    vpcmpeqw %xmm1, %xmm0, %k1
; CHECK-NEXT:    kshiftrb $4, %k1, %k2
; CHECK-NEXT:    vmovdqa64 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT:    vmovdqa64 (%rdi), %ymm2 {%k1}
; CHECK-NEXT:    vmovdqa %ymm2, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <8 x i64>, ptr %p
 %y = load <8 x i64>, ptr %q
 %a = icmp eq <8 x i16> %s, %t
 %b = select <8 x i1> %a, <8 x i64> %x, <8 x i64> %y
 store <8 x i64> %b, ptr %r
 ret void
}

define dso_local void @vselect_split_v8i32_setcc(<8 x i32> %s, <8 x i32> %t, ptr %p, ptr %q, ptr %r) "min-legal-
vector-width"="256" {
; CHECK-LABEL: vselect_split_v8i32_setcc:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:
   vpcmpeqd %ymm1, %ymm0, %k1
; CHECK-NEXT:    kshiftrb $4, %k1, %k2
; CHECK-NEXT:    vmovdqa64 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT:    vmovdqa64 (%rdi), %ymm2 {%k1}
; CHECK-NEXT:    vmovdqa %ymm2, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <8 x i64>, ptr %p
 %y = load <8 x i64>, ptr %q
 %a = icmp eq <8 x i32> %s, %t
 %b = select <8 x i1> %a, <8 x i64> %x, <8 x i64> %y
 store <8 x i64> %b, ptr %r
 ret void
```

```
}

define dso_local void @vselect_split_v16i8_setcc(<16 x i8> %s, <16 x i8> %t, ptr %p, ptr %q, ptr %r) "min-legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v16i8_setcc:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:    vpcmpeqb %xmm1, %xmm0, %k1
; CHECK-NEXT:    kshiftrw $8, %k1, %k2
; CHECK-NEXT:    vmovdqa32 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT:    vmovdqa32 (%rdi), %ymm2 {%k1}
; CHECK-NEXT:    vmovdqa %ymm2, (%rdx)
; CHECK-NEXT:
   vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <16 x i32>, ptr %p
 %y = load <16 x i32>, ptr %q
 %a = icmp eq <16 x i8> %s, %t
 %b = select <16 x i1> %a, <16 x i32> %x, <16 x i32> %y
 store <16 x i32> %b, ptr %r
 ret void
}

define dso_local void @vselect_split_v16i16_setcc(<16 x i16> %s, <16 x i16> %t, ptr %p, ptr %q, ptr %r) "min-legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v16i16_setcc:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm2
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:    vpcmpeqw %ymm1, %ymm0, %k1
; CHECK-NEXT:    kshiftrw $8, %k1, %k2
; CHECK-NEXT:    vmovdqa32 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT:    vmovdqa32 (%rdi), %ymm2 {%k1}
; CHECK-NEXT:    vmovdqa %ymm2, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <16 x i32>, ptr %p
 %y = load <16 x i32>, ptr %q
 %a = icmp eq <16 x i16> %s, %t
 %b = select <16 x i1> %a, <16 x
 i32> %x, <16 x i32> %y
 store <16 x i32> %b, ptr %r
 ret void
}
```

```
define <16 x i8> @trunc_packus_v16i32_v16i8(ptr %p) "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_packus_v16i32_v16i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vpackusdw 32(%rdi), %ymm0, %ymm0
; CHECK-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT:    vpmovuswb %ymm0, %xmm0
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %p
 %b = icmp slt <16 x i32> %a, <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
 %c = select <16 x i1> %b, <16 x i32> %a, <16 x i32> <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
 %d = icmp sgt <16 x i32> %c, zeroinitializer
 %e = select <16 x i1> %d, <16 x i32> %c, <16 x i32> zeroinitializer
 %f = trunc <16 x i32> %e
 to <16 x i8>
 ret <16 x i8> %f
}

define dso_local void @trunc_packus_v16i32_v16i8_store(ptr %p, ptr %q) "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_packus_v16i32_v16i8_store:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
; CHECK-NEXT:    vpackusdw 32(%rdi), %ymm0, %ymm0
; CHECK-NEXT:    vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT:    vpmovuswb %ymm0, (%rsi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %a = load <16 x i32>, ptr %p
 %b = icmp slt <16 x i32> %a, <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
 %c = select <16 x i1> %b, <16 x i32> %a, <16 x i32> <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
 %d = icmp sgt <16 x i32> %c, zeroinitializer
 %e = select <16 x i1> %d, <16 x i32> %c, <16 x i32> zeroinitializer
 %f = trunc <16 x i32> %e to <16
 x i8>
 store <16 x i8> %f, ptr %q
 ret void
}

define <64 x i1> @v64i1_argument_return(<64 x i1> %x) "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_argument_return:
; CHECK:       # %bb.0:
; CHECK-NEXT:    retq
 ret <64 x i1> %x
```

```
}

define dso_local void @v64i1_shuffle(ptr %x, ptr %y) "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_shuffle:
; CHECK:       # %bb.0: # %entry
; CHECK-NEXT:    vmovdqa (%rdi), %ymm1
; CHECK-NEXT:    vmovdqa 32(%rdi), %ymm0
; CHECK-NEXT:    vptestnmb %ymm1, %ymm1, %k0
; CHECK-NEXT:    kshiftrd $1, %k0, %k1
; CHECK-NEXT:    kshiftlq $63, %k0, %k2
; CHECK-NEXT:    kshiftrq $62, %k2, %k2
; CHECK-NEXT:    kshiftlq $63, %k1, %k1
; CHECK-NEXT:    kshiftrq $63, %k1, %k1
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-5, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $3, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $61, %k2, %k2
; CHECK-NEXT:    korq %k2,
 %k1, %k1
; CHECK-NEXT:    movq $-9, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $2, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $60, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-17, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $5, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $59, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-33, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $4, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $58, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-65, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $7, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
```

```
; CHECK-NEXT:    kshiftrq $57, %k2,
 %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-129, %rax
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $6, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $56, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-257, %rax # imm = 0xFEFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $9, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $55, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-513, %rax # imm = 0xFDFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $8, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $54, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-1025, %rax # imm = 0xFBFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $11,
 %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $53, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-2049, %rax # imm = 0xF7FF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $10, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $52, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-4097, %rax # imm = 0xEFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $13, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $51, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-8193, %rax # imm = 0xDFFF
; CHECK-NEXT:    kmovq %rax, %k2
```

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; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $12, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $50, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-16385, %rax # imm = 0xBFFF
;
 CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $15, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $49, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-32769, %rax # imm = 0xFFFF7FFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $14, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $48, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-65537, %rax # imm = 0xFFFEFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $17, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $47, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-131073, %rax # imm = 0xFFFDFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $16, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
;
 CHECK-NEXT:    kshiftrq $46, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-262145, %rax # imm = 0xFFFBFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $19, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $45, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-524289, %rax # imm = 0xFFF7FFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $18, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $44, %k2, %k2
```

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; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-1048577, %rax # imm = 0xFFEFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $21, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $43, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-2097153, %rax # imm = 0xFFDFFFFF
; CHECK-NEXT:    kmovq
 %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $20, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $42, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-4194305, %rax # imm = 0xFFBFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $23, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $41, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-8388609, %rax # imm = 0xFF7FFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $22, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $40, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-16777217, %rax # imm = 0xFEFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $25, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq
 $39, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-33554433, %rax # imm = 0xFDFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $24, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $38, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-67108865, %rax # imm = 0xFBFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
```

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; CHECK-NEXT:    kshiftrd $27, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $37, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-134217729, %rax # imm = 0xF7FFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $26, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $36, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-268435457, %rax # imm = 0xEFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
;
 CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $29, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $35, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-536870913, %rax # imm = 0xDFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $28, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $34, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movq $-1073741825, %rax # imm = 0xBFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k1
; CHECK-NEXT:    kshiftrd $31, %k0, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $33, %k2, %k2
; CHECK-NEXT:    korq %k2, %k1, %k1
; CHECK-NEXT:    movabsq $-2147483649, %rax # imm = 0xFFFFFFFF7FFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k1, %k2
; CHECK-NEXT:    vptestnmb %ymm0, %ymm0, %k1
; CHECK-NEXT:    kshiftrd $30, %k0, %k0
; CHECK-NEXT:
   kshiftlq $63, %k0, %k0
; CHECK-NEXT:    kshiftrq $32, %k0, %k0
; CHECK-NEXT:    korq %k0, %k2, %k0
; CHECK-NEXT:    movabsq $-4294967297, %rax # imm = 0xFFFFFFFEFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $1, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $31, %k2, %k2
```

```
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-8589934593, %rax # imm = 0xFFFFFFFDFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftlq $63, %k1, %k2
; CHECK-NEXT:    kshiftrq $30, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-17179869185, %rax # imm = 0xFFFFFFFBFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $3, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $29, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-34359738369, %rax
 # imm = 0xFFFFFFF7FFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $2, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $28, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-68719476737, %rax # imm = 0xFFFFFFEFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $5, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $27, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-137438953473, %rax # imm = 0xFFFFFFDFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $4, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $26, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-274877906945, %rax # imm = 0xFFFFFFBFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:
   kshiftrd $7, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $25, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-549755813889, %rax # imm = 0xFFFFFF7FFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $6, %k1, %k2
```

```
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $24, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-1099511627777, %rax # imm = 0xFFFFFEFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $9, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $23, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-2199023255553, %rax # imm = 0xFFFFFDFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $8, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $22, %k2,
 %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-4398046511105, %rax # imm = 0xFFFFFBFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $11, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $21, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-8796093022209, %rax # imm = 0xFFFFF7FFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $10, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $20, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-17592186044417, %rax # imm = 0xFFFFEFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $13, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $19, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-35184372088833, %rax # imm = 0xFFFFDFFFFFFFFFFF
;
 CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $12, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $18, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-70368744177665, %rax # imm = 0xFFFFBFFFFFFFFFFF
```

```
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $15, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $17, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-140737488355329, %rax # imm = 0xFFFF7FFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $14, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $16, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-281474976710657, %rax # imm = 0xFFFEFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:
   kshiftrd $17, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $15, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-562949953421313, %rax # imm = 0xFFFDFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $16, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $14, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-1125899906842625, %rax # imm = 0xFFFBFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $19, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $13, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-2251799813685249, %rax # imm = 0xFFF7FFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $18, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq
 $12, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-4503599627370497, %rax # imm = 0xFFEFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $21, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
```

```
; CHECK-NEXT:    kshiftrq $11, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-9007199254740993, %rax # imm = 0xFFDFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $20, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $10, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-18014398509481985, %rax # imm = 0xFFBFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $23, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $9, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-36028797018963969,
 %rax # imm = 0xFF7FFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $22, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $8, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-72057594037927937, %rax # imm = 0xFEFFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $25, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $7, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-144115188075855873, %rax # imm = 0xFDFFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $24, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $6, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-288230376151711745, %rax # imm = 0xFBFFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:
   kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $27, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $5, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-576460752303423489, %rax # imm = 0xF7FFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
```

```
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $26, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $4, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-1152921504606846977, %rax # imm = 0xEFFFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $29, %k1, %k2
; CHECK-NEXT:    kshiftlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $3, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-2305843009213693953, %rax # imm = 0xDFFFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $28, %k1, %k2
; CHECK-NEXT:    kshiftlq
 $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $2, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-4611686018427387905, %rax # imm = 0xBFFFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $31, %k1, %k2
; CHECK-NEXT:    kshiftlq $62, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $30, %k1, %k1
; CHECK-NEXT:    kshiftlq $1, %k0, %k0
; CHECK-NEXT:    kshiftrq $1, %k0, %k0
; CHECK-NEXT:    kshiftlq $63, %k1, %k1
; CHECK-NEXT:    korq %k1, %k0, %k1
; CHECK-NEXT:    vmovdqu8 %ymm1, (%rsi) {%k1}
; CHECK-NEXT:    kshiftrq $32, %k1, %k1
; CHECK-NEXT:    vmovdqu8 %ymm0, 32(%rsi) {%k1}
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
entry:
 %a = load <64 x i8>, ptr %x
 %b = icmp eq <64 x i8> %a, zeroinitializer
 %shuf = shufflevector <64 x i1> %b, <64 x i1> undef, <64 x i32> <i32 1, i32 0, i32 3, i32 2, i32 5, i32 4, i32 7, i32
6, i32 9, i32 8, i32 11, i32 10, i32 13, i32 12, i32 15, i32
 14, i32 17, i32 16, i32 19, i32 18, i32 21, i32 20, i32 23, i32 22, i32 25, i32 24, i32 27, i32 26, i32 29, i32 28, i32
31, i32 30, i32 33, i32 32, i32 35, i32 34, i32 37, i32 36, i32 39, i32 38, i32 41, i32 40, i32 43, i32 42, i32 45, i32 44,
i32 47, i32 46, i32 49, i32 48, i32 51, i32 50, i32 53, i32 52, i32 55, i32 54, i32 57, i32 56, i32 59, i32 58, i32 61, i32
60, i32 63, i32 62>
 call void @llvm.masked.store.v64i8.p0(<64 x i8> %a, ptr %y, i32 1, <64 x i1> %shuf)
 ret void
}
```

```
declare void @llvm.masked.store.v64i8.p0(<64 x i8>, ptr, i32, <64 x i1>)

@mem64_dst = dso_local global i64 0, align 8
@mem64_src = dso_local global i64 0, align 8
define dso_local i32 @v64i1_inline_asm() "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_inline_asm:
; CHECK:       # %bb.0:
; CHECK-NEXT:    kmovq mem64_src(%rip), %k0
; CHECK-NEXT:    #APP
; CHECK-NEXT:    #NO_APP
; CHECK-NEXT:    kmovq %k0, mem64_dst(%rip)
; CHECK-NEXT:    movl -{{[0-9]+}}(%rsp), %eax
; CHECK-NEXT:    retq
 %1 = alloca i32,
 align 4
 %2 = load i64, ptr @mem64_src, align 8
 %3 = call i64 asm "", "=k,k,~{dirflag},~{fpsr},~{flags}"(i64 %2)
 store i64 %3, ptr @mem64_dst, align 8
 %4 = load i32, ptr %1, align 4
 ret i32 %4
}

define dso_local void @cmp_v8i64_sext(ptr %xptr, ptr %yptr, ptr %zptr) "min-legal-vector-width"="256" {
; CHECK-LABEL: cmp_v8i64_sext:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm1
; CHECK-NEXT:    vpcmpgtq 32(%rdi), %ymm1, %ymm1
; CHECK-NEXT:    vpcmpgtq (%rdi), %ymm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <8 x i64>, ptr %xptr
 %y = load <8 x i64>, ptr %yptr
 %cmp = icmp slt <8 x i64> %x, %y
 %ext = sext <8 x i1> %cmp to <8 x i64>
 store <8 x i64> %ext, ptr %zptr
 ret void
}

define dso_local void @cmp_v8i64_zext(ptr %xptr, ptr %yptr, ptr %zptr) "min-legal-vector-width"="256" {
; CHECK-LABEL: cmp_v8i64_zext:
;
 CHECK:       # %bb.0:
; CHECK-NEXT:    vmovdqa (%rsi), %ymm0
; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm1
; CHECK-NEXT:    vpcmpgtq 32(%rdi), %ymm1, %ymm1
```

```
; CHECK-NEXT:    vpcmpgtq (%rdi), %ymm0, %ymm0
; CHECK-NEXT:    vpsrlq $63, %ymm1, %ymm1
; CHECK-NEXT:    vpsrlq $63, %ymm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:    vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
 %x = load <8 x i64>, ptr %xptr
 %y = load <8 x i64>, ptr %yptr
 %cmp = icmp slt <8 x i64> %x, %y
 %ext = zext <8 x i1> %cmp to <8 x i64>
 store <8 x i64> %ext, ptr %zptr
 ret void
}

define <16 x i8> @var_rotate_v16i8(<16 x i8> %a, <16 x i8> %b) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: var_rotate_v16i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to4}, %xmm1, %xmm1
; CHECK-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-NEXT:    vpunpckhbw {{.*#+}} xmm2 =
xmm1[8],xmm2[8],xmm1[9],xmm2[9],xmm1[10],xmm2[10],xmm1[11],xmm2[11],xmm1[12],xmm2[12],xmm1[13
],xmm2[13],xmm1[14],xmm2[14],xmm1[15],xmm2[15]
;
 CHECK-NEXT:    vpunpckhbw {{.*#+}} xmm3 = xmm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15]
; CHECK-NEXT:    vpsllvw %xmm2, %xmm3, %xmm2
; CHECK-NEXT:    vpsrlw $8, %xmm2, %xmm2
; CHECK-NEXT:    vpunpcklbw {{.*#+}} xmm0 = xmm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7]
; CHECK-NEXT:    vpmovzxbw {{.*#+}} xmm1 =
xmm1[0],zero,xmm1[1],zero,xmm1[2],zero,xmm1[3],zero,xmm1[4],zero,xmm1[5],zero,xmm1[6],zero,xmm1[7],zer
o
; CHECK-NEXT:    vpsllvw %xmm1, %xmm0, %xmm0
; CHECK-NEXT:    vpsrlw $8, %xmm0, %xmm0
; CHECK-NEXT:    vpackuswb %xmm2, %xmm0, %xmm0
; CHECK-NEXT:    retq
 %b8 = sub <16 x i8> <i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8>, %b
 %shl = shl <16 x i8> %a, %b
 %lshr = lshr <16 x i8> %a, %b8
 %or = or <16 x i8> %shl, %lshr
 ret <16 x i8> %or
}

define <32 x i8> @var_rotate_v32i8(<32 x i8> %a, <32 x i8> %b) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: var_rotate_v32i8:
;
 CHECK:       # %bb.0:
; CHECK-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm1, %ymm1
; CHECK-NEXT:    vpxor %xmm2, %xmm2, %xmm2
```

```
; CHECK-NEXT:    vpunpckhbw {{.*#+}} ymm3 =
ymm1[8],ymm2[8],ymm1[9],ymm2[9],ymm1[10],ymm2[10],ymm1[11],ymm2[11],ymm1[12],ymm2[12],ymm1[13
],ymm2[13],ymm1[14],ymm2[14],ymm1[15],ymm2[15],ymm1[24],ymm2[24],ymm1[25],ymm2[25],ymm1[26],ym
m2[26],ymm1[27],ymm2[27],ymm1[28],ymm2[28],ymm1[29],ymm2[29],ymm1[30],ymm2[30],ymm1[31],ymm2[
31]
; CHECK-NEXT:    vpunpckhbw {{.*#+}} ymm4 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-NEXT:    vpsllvw %ymm3, %ymm4, %ymm3
; CHECK-NEXT:    vpsrlw $8, %ymm3, %ymm3
; CHECK-NEXT:    vpunpcklbw {{.*#+}} ymm1 =
ymm1[0],ymm2[0],ymm1[1],ymm2[1],ymm1[2],ymm2[2],ymm1[3],ymm2[3],ymm1[4],ymm2[4],ymm1[5],ymm2[
5],ymm1[6],ymm2[6],ymm1[7],ymm2[7],ymm1[16],ymm2[16],ymm1[17],ymm2[17],ymm1[18],ymm2[18],ymm1[
19],ymm2[19],ymm1[20],ymm2[20],ymm1[21],ymm2[21],ymm1[22],ymm2[22],ymm1[23],ymm2[23]
;
 CHECK-NEXT:    vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-NEXT:    vpsllvw %ymm1, %ymm0, %ymm0
; CHECK-NEXT:    vpsrlw $8, %ymm0, %ymm0
; CHECK-NEXT:    vpackuswb %ymm3, %ymm0, %ymm0
; CHECK-NEXT:    retq
 %b8 = sub <32 x i8> <i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8>, %b
 %shl = shl <32 x i8> %a, %b
 %lshr = lshr <32 x i8> %a, %b8
 %or = or <32 x i8> %shl, %lshr
 ret <32 x i8> %or
}

define <32 x i8> @splatvar_rotate_v32i8(<32 x i8> %a, <32 x i8> %b) nounwind "min-legal-vector-width"="256"
{
; CHECK-LABEL: splatvar_rotate_v32i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:    vpunpckhbw {{.*#+}} ymm2 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-NEXT:    vpand {{\.?LCPI[0-9]+_[0-9]+}}(%rip),
 %xmm1, %xmm1
; CHECK-NEXT:    vpsllw %xmm1, %ymm2, %ymm2
; CHECK-NEXT:    vpsrlw $8, %ymm2, %ymm2
; CHECK-NEXT:    vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-NEXT:    vpsllw %xmm1, %ymm0, %ymm0
; CHECK-NEXT:    vpsrlw $8, %ymm0, %ymm0
; CHECK-NEXT:    vpackuswb %ymm2, %ymm0, %ymm0
; CHECK-NEXT:    retq
 %splat = shufflevector <32 x i8> %b, <32 x i8> undef, <32 x i32> zeroinitializer
 %splat8 = sub <32 x i8> <i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8>, %splat
 %shl = shl <32 x i8> %a, %splat
```

```
 %lshr = lshr <32 x i8> %a, %splat8
 %or = or <32 x i8> %shl, %lshr
 ret <32 x i8> %or
}

define <32 x i8> @constant_rotate_v32i8(<32 x i8> %a) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: constant_rotate_v32i8:
; CHECK:       # %bb.0:
; CHECK-NEXT:
   vpunpckhbw {{.*#+}} ymm1 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-NEXT:    vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm1, %ymm1
; CHECK-NEXT:    vpsrlw $8, %ymm1, %ymm1
; CHECK-NEXT:    vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-NEXT:    vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm0, %ymm0
; CHECK-NEXT:    vpsrlw $8, %ymm0, %ymm0
; CHECK-NEXT:    vpackuswb %ymm1, %ymm0, %ymm0
; CHECK-NEXT:    retq
 %shl = shl <32 x i8> %a, <i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7, i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1, i8 0, i8
1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7, i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1>
 %lshr = lshr <32 x i8> %a, <i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1, i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7, i8 8,
i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1, i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7>
  %or = or <32 x i8> %shl, %lshr
 ret <32 x i8> %or
}

define <32 x i8> @splatconstant_rotate_v32i8(<32 x i8> %a) nounwind "min-legal-vector-width"="256" {
; CHECK-SKX-LABEL: splatconstant_rotate_v32i8:
; CHECK-SKX:       # %bb.0:
; CHECK-SKX-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-SKX-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-SKX-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: splatconstant_rotate_v32i8:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-AVX512-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI1-LABEL: splatconstant_rotate_v32i8:
; CHECK-VBMI1:       # %bb.0:
; CHECK-VBMI1-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-VBMI1-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-VBMI1-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-VBMI1-NEXT:    retq
```

```
;
; CHECK-GFNI-LABEL:
 splatconstant_rotate_v32i8:
; CHECK-GFNI:       # %bb.0:
; CHECK-GFNI-NEXT:    vgf2p8affineqb $0, {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to4}, %ymm0, %ymm0
; CHECK-GFNI-NEXT:    retq
 %shl = shl <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
 %lshr = lshr <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
 %or = or <32 x i8> %shl, %lshr
 ret <32 x i8> %or
}

define <32 x i8> @splatconstant_rotate_mask_v32i8(<32 x i8> %a) nounwind "min-legal-vector-width"="256" {
; CHECK-SKX-LABEL: splatconstant_rotate_mask_v32i8:
; CHECK-SKX:       # %bb.0:
; CHECK-SKX-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-SKX-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-SKX-NEXT:    vpternlogd {{.*#+}}
 ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-SKX-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm0, %ymm0
; CHECK-SKX-NEXT:    retq
;
; CHECK-AVX512-LABEL: splatconstant_rotate_mask_v32i8:
; CHECK-AVX512:       # %bb.0:
; CHECK-AVX512-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-AVX512-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-AVX512-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm0, %ymm0
; CHECK-AVX512-NEXT:    retq
;
; CHECK-VBMI1-LABEL: splatconstant_rotate_mask_v32i8:
; CHECK-VBMI1:       # %bb.0:
; CHECK-VBMI1-NEXT:    vpsllw $4, %ymm0, %ymm1
; CHECK-VBMI1-NEXT:    vpsrlw $4, %ymm0, %ymm0
; CHECK-VBMI1-NEXT:    vpternlogd {{.*#+}} ymm0 = ymm0 ^ (mem & (ymm0 ^ ymm1))
; CHECK-VBMI1-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm0, %ymm0
; CHECK-VBMI1-NEXT:    retq
;
; CHECK-GFNI-LABEL: splatconstant_rotate_mask_v32i8:
; CHECK-GFNI:       # %bb.0:
; CHECK-GFNI-NEXT:    vgf2p8affineqb
 $0, {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to4}, %ymm0, %ymm0
; CHECK-GFNI-NEXT:    vpandd {{\.?LCPI[0-9]+_[0-9]+}}(%rip){1to8}, %ymm0, %ymm0
; CHECK-GFNI-NEXT:    retq
 %shl = shl <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
```

```
 %lshr = lshr <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
 %rmask = and <32 x i8> %lshr, <i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55>
 %lmask = and <32 x i8> %shl, <i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33,
 i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33>
 %or = or <32 x i8> %lmask, %rmask
 ret <32 x i8> %or
}
; RUN: llc -mtriple=hexagon < %s
; REQUIRES: asserts

; The two loads based on %struct.0, loading two different data types
; cause LSR to assume type "void" for the memory type. This would then
; cause an assert in isLegalAddressingMode. Make sure we no longer crash.

target triple = "hexagon"

%struct.0 = type { ptr, i8, %union.anon.0 }
%union.anon.0 = type { ptr }

define hidden fastcc void @fred() unnamed_addr #0 {
entry:
 br i1 undef, label %while.end, label %while.body.lr.ph

while.body.lr.ph:                                 ; preds = %entry
 br label %while.body

while.body:                                       ; preds = %exit.2, %while.body.lr.ph
 %lsr.iv = phi ptr [ %cgep22, %exit.2 ], [ undef, %while.body.lr.ph ]
 switch i32 undef, label %exit [
   i32 1, label %sw.bb.i
   i32 2, label %sw.bb3.i
 ]

sw.bb.i:                                          ; preds = %while.body
 unreachable

sw.bb3.i:                                         ; preds = %while.body
 unreachable

exit:
                                                  ; preds = %while.body
 switch i32 undef, label %exit.2 [
   i32 1, label %sw.bb.i17
   i32 2, label %sw.bb3.i20
```

```
 ]

sw.bb.i17:                                        ; preds = %.exit
 %0 = load i32, ptr %lsr.iv, align 4
 unreachable

sw.bb3.i20:                                       ; preds = %exit
 %1 = load ptr, ptr %lsr.iv, align 4
 unreachable

exit.2:                                           ; preds = %exit
 %cgep22 = getelementptr %struct.0, ptr %lsr.iv, i32 1
 br label %while.body

while.end:                                        ; preds = %entry
 ret void
}

attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" }
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=x86_64-linux-android -mattr=+mmx -enable-legalize-types-checking | FileCheck %s
;
; D31946
; Check that we dont end up with the ""LLVM ERROR: Cannot select" error.
; Additionally ensure that the output code actually put fp128 values in SSE registers.

declare fp128 @llvm.fabs.f128(fp128)
declare fp128 @llvm.copysign.f128(fp128, fp128)

define fp128 @TestSelect(fp128 %a, fp128 %b) {
; CHECK-LABEL: TestSelect:
; CHECK:       # %bb.0:
; CHECK-NEXT:    pushq %rbx
; CHECK-NEXT:    .cfi_def_cfa_offset 16
; CHECK-NEXT:    subq $32, %rsp
; CHECK-NEXT:    .cfi_def_cfa_offset 48
; CHECK-NEXT:    .cfi_offset %rbx, -16
; CHECK-NEXT:    movaps %xmm1, {{[-0-9]+}}(%r{{[sb]}}p) # 16-byte Spill
; CHECK-NEXT:    movaps %xmm0, (%rsp) # 16-byte Spill
; CHECK-NEXT:    callq __gttf2@PLT
; CHECK-NEXT:    movl %eax, %ebx
; CHECK-NEXT:    movaps (%rsp), %xmm0 # 16-byte Reload
; CHECK-NEXT:    movaps {{[-0-9]+}}(%r{{[sb]}}p),
 %xmm1 # 16-byte Reload
; CHECK-NEXT:    callq __subtf3@PLT
; CHECK-NEXT:    testl %ebx, %ebx
; CHECK-NEXT:    jg .LBB0_2
; CHECK-NEXT:  # %bb.1:
```

```
; CHECK-NEXT:    xorps %xmm0, %xmm0
; CHECK-NEXT:  .LBB0_2:
; CHECK-NEXT:    addq $32, %rsp
; CHECK-NEXT:    .cfi_def_cfa_offset 16
; CHECK-NEXT:    popq %rbx
; CHECK-NEXT:    .cfi_def_cfa_offset 8
; CHECK-NEXT:    retq
 %cmp = fcmp ogt fp128 %a, %b
 %sub = fsub fp128 %a, %b
 %res = select i1 %cmp, fp128 %sub, fp128 0xL00000000000000000000000000000000
 ret fp128 %res
}

define fp128 @TestFabs(fp128 %a) {
; CHECK-LABEL: TestFabs:
; CHECK:       # %bb.0:
; CHECK-NEXT:    andps {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %xmm0
; CHECK-NEXT:    retq
 %res = call fp128 @llvm.fabs.f128(fp128 %a)
 ret fp128 %res
}

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
; CHECK-LABEL: TestCopysign:
; CHECK:       # %bb.0:
; CHECK-NEXT:    andps {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %xmm1
; CHECK-NEXT:    andps {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %xmm0
; CHECK-NEXT:
   orps %xmm1, %xmm0
; CHECK-NEXT:    retq
 %res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
 ret fp128 %res
}

define fp128 @TestFneg(fp128 %a) {
; CHECK-LABEL: TestFneg:
; CHECK:       # %bb.0:
; CHECK-NEXT:    pushq %rax
; CHECK-NEXT:    .cfi_def_cfa_offset 16
; CHECK-NEXT:    movaps %xmm0, %xmm1
; CHECK-NEXT:    callq __multf3@PLT
; CHECK-NEXT:    xorps {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %xmm0
; CHECK-NEXT:    popq %rax
; CHECK-NEXT:    .cfi_def_cfa_offset 8
; CHECK-NEXT:    retq
 %mul = fmul fp128 %a, %a
 %res = fsub fp128 0xL00000000000000008000000000000000, %mul
 ret fp128 %res
```

}

---

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```
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; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc -mtriple=amdgcn -mcpu=fiji < %s | FileCheck -check-prefixes=VI %s

; FIXME: This one should fold to rcp
define half @select_fneg_posk_src_rcp_f16(i32 %c, half %x, half %y) {
; VI-LABEL: select_fneg_posk_src_rcp_f16:
; VI:       ; %bb.0:
; VI-NEXT:    s_waitcnt vmcnt(0) expcnt(0) lgkmcnt(0)
; VI-NEXT:    v_rcp_f16_e64 v1, -v1
; VI-NEXT:    v_mov_b32_e32 v2, 0x4000
; VI-NEXT:    v_cmp_eq_u32_e32 vcc, 0, v0
; VI-NEXT:    v_cndmask_b32_e32 v0, v2, v1, vcc
; VI-NEXT:    s_setpc_b64 s[30:31]
 %cmp = icmp eq i32 %c, 0
 %rcp = call half @llvm.amdgcn.rcp.f16(half %x)
 %fneg = fneg half %rcp
 %select = select i1 %cmp, half %fneg, half 2.0
 ret half %select
}

declare half @llvm.amdgcn.rcp.f16(half) #0

attributes #0 = { nocallback nofree nosync nounwind speculatable willreturn memory(none) }
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; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --include-generated-
funcs
; RUN: opt -S -passes=verify,iroutliner -ir-outlining-no-cost < %s | FileCheck %s

; This test checks that we do outline indirect calls when it is not specified
; that we should not.

declare void @f1(ptr, ptr);
declare void @f2(ptr, ptr);

define void @function1(ptr %func) {
entry:
 %a = alloca i32, align 4
 %b = alloca i32, align 4
 %c = alloca i32, align 4
 store i32 2, ptr %a, align 4
 store i32 3, ptr %b, align 4
 store i32 4, ptr %c, align 4
 call void %func()
 %al = load i32, ptr %a
 %bl = load i32, ptr %b
 %cl = load i32, ptr %c
 ret void
```

```
}

define void @function2(ptr %func) {
entry:
 %a = alloca i32, align 4
 %b = alloca i32, align 4
 %c = alloca i32, align 4
 store i32 2, ptr %a, align 4
 store i32 3, ptr %b, align 4
 store i32 4, ptr %c, align 4
 call void %func()
 %al = load i32, ptr %a
 %bl = load i32, ptr %b
 %cl = load i32, ptr %c
 ret void
}
;
 CHECK-LABEL: @function1(
; CHECK-NEXT:  entry:
; CHECK-NEXT:    [[A:%.*]] = alloca i32, align 4
; CHECK-NEXT:    [[B:%.*]] = alloca i32, align 4
; CHECK-NEXT:    [[C:%.*]] = alloca i32, align 4
; CHECK-NEXT:    call void @outlined_ir_func_0(ptr [[A]], ptr [[B]], ptr [[C]], ptr [[FUNC:%.*]])
; CHECK-NEXT:    ret void
;
;
; CHECK-LABEL: @function2(
; CHECK-NEXT:  entry:
; CHECK-NEXT:    [[A:%.*]] = alloca i32, align 4
; CHECK-NEXT:    [[B:%.*]] = alloca i32, align 4
; CHECK-NEXT:    [[C:%.*]] = alloca i32, align 4
; CHECK-NEXT:    call void @outlined_ir_func_0(ptr [[A]], ptr [[B]], ptr [[C]], ptr [[FUNC:%.*]])
; CHECK-NEXT:    ret void
;
;
; CHECK-LABEL: define internal void  @outlined_ir_func_0(
; CHECK-NEXT:  newFuncRoot:
; CHECK-NEXT:    br label [[ENTRY_TO_OUTLINE:%.*]]
; CHECK:       entry_to_outline:
; CHECK-NEXT:    store i32 2, ptr [[TMP0:%.*]], align 4
; CHECK-NEXT:    store i32 3, ptr [[TMP1:%.*]], align 4
; CHECK-NEXT:    store i32 4, ptr [[TMP2:%.*]], align 4
; CHECK-NEXT:
   call void [[TMP3:%.*]]()
; CHECK-NEXT:    [[AL:%.*]] = load i32, ptr [[TMP0]], align 4
; CHECK-NEXT:    [[BL:%.*]] = load i32, ptr [[TMP1]], align 4
; CHECK-NEXT:    [[CL:%.*]] = load i32, ptr [[TMP2]], align 4
; CHECK-NEXT:    br label [[ENTRY_AFTER_OUTLINE_EXITSTUB:%.*]]
```

```
; CHECK:       entry_after_outline.exitStub:
; CHECK-NEXT:    ret void
;
; RUN: llc < %s -mtriple=s390x-linux-gnu -mcpu=zEC12 -verify-machineinstrs | FileCheck %s
;
; Test that early if conversion produces LOCR with operands of the right
; register classes.

define void @autogen_SD4739(ptr) {
; CHECK-NOT: Expected a GR32Bit register, but got a GRX32Bit register
BB:
 %L34 = load i8, ptr %0
 %Cmp56 = icmp sgt i8 undef, %L34
 br label %CF246

CF246:                                            ; preds = %CF246, %BB
 %Sl163 = select i1 %Cmp56, i8 %L34, i8 undef
 br i1 undef, label %CF246, label %CF248

CF248:                                            ; preds = %CF248, %CF246
 store i8 %Sl163, ptr %0
 br label %CF248
}
; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --function-signature --
check-attributes --check-globals
; RUN: opt -aa-pipeline=basic-aa -passes=attributor -attributor-manifest-internal  -attributor-annotate-decl-cs -S <
%s | FileCheck %s --check-prefixes=CHECK,TUNIT
; RUN: opt -aa-pipeline=basic-aa -passes=attributor-cgscc -attributor-manifest-internal  -attributor-annotate-decl-cs -
S < %s | FileCheck %s --check-prefixes=CHECK,CGSCC
; Test that we only promote arguments when the caller/callee have compatible
; function attrubtes.

target triple = "x86_64-unknown-linux-gnu"

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %arg, ptr
readonly %arg1) #0 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CHECK-SAME:
 (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64>
[[TMP0:%.*]]) #[[ATTR0:[0-9]+]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
```

```
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %arg) #0 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR0]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align
 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5:[0-9]+]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6:[0-9]+]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull
 writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR0]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5:[0-9]+]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6:[0-9]+]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
```

```
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp,
 i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %arg, ptr
readonly %arg1) #1 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR1:[0-9]+]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:
    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %arg) #1 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr
 noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6]]
```

```
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR1]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
;
 CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %arg, ptr readonly %arg1) #1 {
;
; CHECK: Function Attrs:
 inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR1]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
```

```
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %arg) #0 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
;
 TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR0]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind
 willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR0]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr
 [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
```

```
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %arg, ptr
readonly %arg1) #0 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR0]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>,
 align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %arg) #1 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32
dereferenceable(64) [[TMP]], i8 noundef 0,
 i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]])
#[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
```

```
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR1]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr
 noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should
 not promote
define internal fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %arg, ptr readonly %arg1) #1 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], ptr noalias nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]]) #[[ATTR1]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
```

```
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %arg) #2 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse
 nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR2:[0-9]+]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], ptr noalias nocapture
nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align
 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]])
#[[ATTR2:[0-9]+]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], ptr noalias nocapture
nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR6]]
;
 CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
```

```
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %arg, ptr readonly %arg1) #2 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
 [[ARG:%.*]], ptr noalias nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]])
#[[ATTR2:[0-9]+]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %arg) #1 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull
 writeonly align 32 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], ptr noalias nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]])
```

```
#[[ATTR1]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]]
 = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], ptr noalias nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store
 <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %arg, ptr readonly %arg1) #3 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR3:[0-9]+]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr
```

```
 %arg) #4 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR3]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]]
 = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR3]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr noalias nocapture nofree noundef
 nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}
```

```
; This should promote
define internal fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %arg, ptr readonly %arg1) #4 {
;
; CHECK: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CHECK-LABEL: define {{[^@]+}}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (ptr noalias
 nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR3]] {
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; CHECK-NEXT:    store <8 x i64> [[TMP0]], ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1_PRIV]], align 64
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]], align 64
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %arg) #3 {
;
; TUNIT: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; TUNIT-LABEL: define {{[^@]+}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; TUNIT-SAME: (ptr nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR3]] {
; TUNIT-NEXT:  bb:
; TUNIT-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; TUNIT-NEXT:    [[TMP2:%.*]]
 = alloca <8 x i64>, align 32
; TUNIT-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 32 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; TUNIT-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; TUNIT-NEXT:    call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; TUNIT-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; TUNIT-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; TUNIT-NEXT:    ret void
;
; CGSCC: Function Attrs: inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable
; CGSCC-LABEL: define {{[^@]+}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CGSCC-SAME: (ptr nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]])
```

```
 #[[ATTR3]] {
; CGSCC-NEXT:  bb:
; CGSCC-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CGSCC-NEXT:    call void @llvm.memset.p0.i64(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR5]]
; CGSCC-NEXT:    [[TMP0:%.*]] = load <8 x i64>, ptr [[TMP]], align 64
; CGSCC-NEXT:    call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr noalias nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR6]]
; CGSCC-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 64
; CGSCC-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CGSCC-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr
 %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; Function Attrs: argmemonly nounwind
declare void @llvm.memset.p0.i64(ptr nocapture writeonly, i8, i64, i1) #5

attributes #0 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-width"="512" "prefer-vector-width"="512" }
attributes #1 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-width"="512" "prefer-vector-width"="256" }
attributes #2 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-width"="256" "prefer-vector-width"="256" }
attributes #3 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="512" "prefer-vector-width"="256" }
attributes #4 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="256" "prefer-vector-width"="256" }
attributes
 #5 = { argmemonly nounwind }
;.
; TUNIT: attributes #[[ATTR0]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="512" "target-features"="+avx512vl" }
; TUNIT: attributes #[[ATTR1]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; TUNIT: attributes #[[ATTR2]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn
```

```
memory(argmem: readwrite) uwtable "min-legal-vector-width"="256" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; TUNIT: attributes #[[ATTR3]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-features"="+avx2" }
; TUNIT: attributes #[[ATTR4:[0-9]+]] = { nocallback
 nofree nounwind willreturn memory(argmem: write) }
; TUNIT: attributes #[[ATTR5]] = { nofree willreturn memory(write) }
; TUNIT: attributes #[[ATTR6]] = { nofree nosync nounwind willreturn }
;.
; CGSCC: attributes #[[ATTR0]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="512" "target-features"="+avx512vl" }
; CGSCC: attributes #[[ATTR1]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; CGSCC: attributes #[[ATTR2]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem: readwrite) uwtable "min-legal-vector-width"="256" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; CGSCC: attributes #[[ATTR3]] = { inlinehint mustprogress nofree norecurse nosync nounwind willreturn memory(argmem:
 readwrite) uwtable "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-features"="+avx2" }
; CGSCC: attributes #[[ATTR4:[0-9]+]] = { nocallback nofree nounwind willreturn memory(argmem: write) }
; CGSCC: attributes #[[ATTR5]] = { nofree willreturn memory(write) }
; CGSCC: attributes #[[ATTR6]] = { nofree nounwind willreturn }
;.
; RUN: llc -O3 -mtriple=powerpc-unknown-linux-gnu -mcpu=e500 -mattr=spe < %s | FileCheck %s

; PowerPC SPE is a rare in-tree target that has the FP_TO_SINT node marked
; as Legal.

; Verify that fptosi(42.1) isn't simplified when the rounding mode is
; unknown.
; Verify that no gross errors happen.
; CHECK-LABEL: @f20
; COMMON: cfdctsiz
define i32 @f20(double %a) strictfp {
entry:
 %result = call i32 @llvm.experimental.constrained.fptosi.i32.f64(double 42.1,
                                metadata !"fpexcept.strict")
                                strictfp
 ret i32 %result
}

@llvm.fp.env = thread_local global i8 zeroinitializer, section "llvm.metadata"
declare i32 @llvm.experimental.constrained.fptosi.i32.f64(double, metadata)
```
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; NOTE: Assertions have been autogenerated by utils/update_analyze_test_checks.py
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx2 | FileCheck %s --check-prefixes=VEC256,AVX
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+prefer-256-bit | FileCheck %s --check-prefixes=VEC256,AVX512VL256
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,-prefer-256-bit | FileCheck %s --check-prefixes=AVX512VL512
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,+prefer-256-bit | FileCheck %s --check-prefixes=VEC256,SKX256
; RUN: opt < %s -passes="print<cost-model>" 2>&1 -disable-output -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,-prefer-256-bit | FileCheck %s --check-prefixes=SKX512

define
 void @zext256() "min-legal-vector-width"="256" {
; AVX-LABEL: 'zext256'
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'zext256'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>

; AVX512VL256-NEXT: Cost
 Model: Found an estimated cost of 2 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'zext256'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction:
 %E = zext <32 x i8> undef to <32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'zext256'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'zext256'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated
 cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = zext <8 x i16> undef to <8 x i64>

```
 %B = zext <8 x i32> undef to <8 x i64>
 %C = zext <16 x i8> undef to <16 x i32>
 %D = zext <16 x i16> undef to <16 x i32>
 %E = zext <32 x i8> undef to <32 x i16>
 ret void
}

define void @zext512() "min-legal-vector-width"="512" {
; AVX-LABEL: 'zext512'
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %B = zext <8 x i32>
 undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'zext512'
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to
<8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to
<16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to
<16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost
 of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'zext512'
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to
<16 x i32>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to
<16 x i32>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to
<32 x i16>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'zext512'
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8
 x i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
```

```
i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'zext512'
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x
i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16
 x i16> undef to <16 x i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = zext <8 x i16> undef to <8 x i64>
 %B = zext <8 x i32> undef to <8 x i64>
 %C = zext <16 x i8> undef to <16 x i32>
 %D = zext <16 x i16> undef to <16 x i32>
 %E = zext <32 x i8> undef to <32 x i16>
 ret void
}

define void @sext256() "min-legal-vector-width"="256" {
; AVX-LABEL: 'sext256'
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found
 an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'sext256'
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
```

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'sext256'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'sext256'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'sext256'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>

```
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = sext <8 x i8> undef to <8 x i64>
 %B = sext <8 x i16> undef to <8 x i64>
 %C = sext <8 x i32> undef to <8 x i64>
 %D = sext <16 x i8> undef to <16 x i32>
 %E = sext <16 x i16> undef to <16 x i32>
 %F = sext <32 x i8> undef to <32 x i16>
 ret void
}

define void @sext512() "min-legal-vector-width"="512" {
; AVX-LABEL: 'sext512'
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found
 an estimated cost of 4 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'sext512'
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
; AVX512VL256-NEXT:
  Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to
<16 x i32>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to
<32 x i16>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'sext512'
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to
<16 x i32>
```

```
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost
 of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to
<32 x i16>
; AVX512VL512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'sext512'
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x
i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; SKX256-NEXT:  Cost
 Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'sext512'
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x
i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x
i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = sext <8 x i8> undef to <8 x i64>
 %B = sext <8 x i16> undef to <8 x i64>
 %C = sext <8 x i32> undef to <8 x i64>
 %D = sext <16 x i8>
 undef to <16 x i32>
 %E = sext <16 x i16> undef to <16 x i32>
 %F = sext <32 x i8> undef to <32 x i16>
 ret void
}

define void @trunc256() "min-legal-vector-width"="256" {
; VEC256-LABEL: 'trunc256'
; VEC256-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %A = trunc <8 x i64> undef to <8 x
```

i32>
; VEC256-NEXT: Cost Model: Found an estimated cost of 10 for instruction: %B = trunc <8 x i64> undef to <8 x i16>
; VEC256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %C = trunc <8 x i64> undef to <8 x i8>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = trunc <16 x i32> undef to <16 x i16>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = trunc <16 x i32> undef to <16 x i8>
; VEC256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %F = trunc <32 x i16> undef to <32 x i8>
; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'trunc256'
;
 AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = trunc <8 x i64> undef to <8 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %B = trunc <8 x i64> undef to <8 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %C = trunc <8 x i64> undef to <8 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = trunc <16 x i32> undef to <16 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %E = trunc <16 x i32> undef to <16 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %F = trunc <32 x i16> undef to <32 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'trunc256'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = trunc <8 x i64> undef to <8 x i32>
; SKX512-NEXT: Cost Model: Found an estimated
 cost of 2 for instruction: %B = trunc <8 x i64> undef to <8 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %C = trunc <8 x i64> undef to <8 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = trunc <16 x i32> undef to <16 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %E = trunc <16 x i32> undef to <16 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %F = trunc <32 x i16> undef to <32 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
 %A = trunc <8 x i64> undef to <8 x i32>
 %B = trunc <8 x i64> undef to <8 x i16>
 %C = trunc <8 x i64> undef to <8 x i8>
 %D = trunc <16 x i32> undef to <16 x i16>

```
 %E = trunc <16 x i32> undef to <16 x i8>
 %F = trunc <32 x i16> undef to <32 x i8>
 ret void
}

define i32 @zext256_vXi1() "min-legal-vector-width"="256" {
; AVX-LABEL: 'zext256_vXi1'
; AVX-NEXT:  Cost Model: Found
 an estimated cost of 1 for instruction: %V2i64 = zext <2 x i1> undef to <2 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %V4i64 = zext <4 x i1> undef to <4 x
i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %V8i64 = zext <8 x i1> undef to <8 x
i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = zext <2 x i1> undef to <2 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = zext <4 x i1> undef to <4 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %V8i32 = zext <8 x i1> undef to <8 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = zext <16 x i1> undef to <16 x
i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = zext <2 x i1> undef to <2 x
i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = zext <4 x i1> undef to <4 x
i16>
; AVX-NEXT:
  Cost Model: Found an estimated cost of 1 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = zext <16 x i1> undef to <16 x
i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %V32i16 = zext <32 x i1> undef to <32 x
i16>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = zext <2 x i1> undef to <2 x i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V16i8 = zext <16 x i1> undef to <16 x
i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %V32i8 = zext <32 x i1> undef to <32 x
i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V64i8 = zext <64 x i1> undef
 to <64 x i8>
; AVX-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL256-LABEL: 'zext256_vXi1'
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef
to <2 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef
to <4 x i64>
; AVX512VL256-NEXT:  Cost Model: Found an estimated cost of 5 for instruction: %V8i64 = zext <8 x i1> undef
```

to <8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>
; AVX512VL256-NEXT:
 Cost Model: Found an estimated cost of 5 for instruction: %V2i16 = zext <2 x i1> undef to <2 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V4i16 = zext <4 x i1> undef to <4 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 12 for instruction: %V16i16 = zext <16 x i1> undef to <16 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %V32i16 = zext <32 x i1> undef to <32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 6 for instruction: %V2i8 = zext <2 x i1> undef to <2 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 6 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 6 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated
 cost of 12 for instruction: %V16i8 = zext <16 x i1> undef to <16 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 25 for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 50 for instruction: %V64i8 = zext <64 x i1> undef to <64 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL512-LABEL: 'zext256_vXi1'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef to <2 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef to <4 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = zext <8 x i1> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of
 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>

; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V2i16 = zext <2 x i1> undef to <2 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V4i16 = zext <4 x i1> undef to <4 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i16 = zext <16 x i1> undef to <16 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V32i16 = zext <32 x i1> undef to <32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V2i8
 = zext <2 x i1> undef to <2 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i8 = zext <16 x i1> undef to <16 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 19 for instruction: %V64i8 = zext <64 x i1> undef to <64 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX256-LABEL: 'zext256_vXi1'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef to <2 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef to <4 x i64>
;
 SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i64 = zext <8 x i1> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = zext <2 x i1> undef to <2 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = zext <4 x i1> undef to <4 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction:

%V16i16 = zext <16 x i1> undef to <16 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V32i16 = zext <32 x i1> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = zext <2 x i1> undef to <2 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = zext <16 x i1> undef to <16 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V64i8 = zext <64 x i1> undef to <64 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX512-LABEL: 'zext256_vXi1'
; SKX512-NEXT: Cost
Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef to <2 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef to <4 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = zext <8 x i1> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = zext <2 x i1> undef to <2 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = zext
<4 x i1> undef to <4 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = zext <16 x i1> undef to <16 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i16 = zext <32 x i1> undef to <32 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = zext <2 x i1> undef to <2 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>

```
; SKX512-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = zext <16 x i1> undef to <16 x i8>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>
; SKX512-NEXT:  Cost Model: Found an estimated
 cost of 2 for instruction: %V64i8 = zext <64 x i1> undef to <64 x i8>
; SKX512-NEXT:  Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
 %V2i64 = zext <2 x i1> undef to <2 x i64>
 %V4i64 = zext <4 x i1> undef to <4 x i64>
 %V8i64 = zext <8 x i1> undef to <8 x i64>

 %V2i32 = zext <2 x i1> undef to <2 x i32>
 %V4i32 = zext <4 x i1> undef to <4 x i32>
 %V8i32 = zext <8 x i1> undef to <8 x i32>
 %V16i32 = zext <16 x i1> undef to <16 x i32>

 %V2i16 = zext <2 x i1> undef to <2 x i16>
 %V4i16 = zext <4 x i1> undef to <4 x i16>
 %V8i16 = zext <8 x i1> undef to <8 x i16>
 %V16i16 = zext <16 x i1> undef to <16 x i16>
 %V32i16 = zext <32 x i1> undef to <32 x i16>

 %V2i8 = zext <2 x i1> undef to <2 x i8>
 %V4i8 = zext <4 x i1> undef to <4 x i8>
 %V8i8 = zext <8 x i1> undef to <8 x i8>
 %V16i8 = zext <16 x i1> undef to <16 x i8>
 %V32i8 = zext <32 x i1> undef to <32 x i8>
 %V64i8 = zext <64 x i1> undef to <64 x i8>

 ret i32 undef
}

define i32 @sext256_vXi1()
 "min-legal-vector-width"="256" {
; AVX-LABEL: 'sext256_vXi1'
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; AVX-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = sext <2 x i1> undef to <2 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 3 for instruction: %V4i64 = sext <4 x i1> undef to <4 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 4 for instruction: %V8i64 = sext <8 x i1> undef to <8 x i64>
; AVX-NEXT:  Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; AVX-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = sext <2 x i1> undef to <2 x i32>
; AVX-NEXT:  Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = sext <4 x i1> undef to <4 x i32>
```

; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i32 = sext <8 x i1> undef to <8 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost
 of 4 for instruction: %V16i32 = sext <16 x i1> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = sext <2 x i1> undef to <2 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = sext <4 x i1> undef to <4 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = sext <16 x i1> undef to <16 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V32i16 = sext <32 x i1> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = sext <2 x i1> undef to <2 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for
 instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = sext <8 x i1> undef to <8 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = sext <16 x i1> undef to <16 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = sext <32 x i1> undef to <32 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL256-LABEL: 'sext256_vXi1'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x i64>
; AVX512VL256-NEXT:
  Cost Model: Found an estimated cost of 3 for instruction: %V8i64 = sext <8 x i1> undef to <8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef to <8 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = sext <16 x i1> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V2i16 = sext <2 x i1> undef to <2 x i16>

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction:
 %V4i16 = sext <4 x i1> undef to <4 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 10 for instruction: %V16i16 = sext <16 x i1> undef to <16 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 20 for instruction: %V32i16 = sext <32 x i1> undef to <32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V2i8 = sext <2 x i1> undef to <2 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V8i8 = sext <8 x i1> undef to <8 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 10 for instruction: %V16i8 = sext <16 x i1> undef to <16 x i8>
;
 AVX512VL256-NEXT: Cost Model: Found an estimated cost of 21 for instruction: %V32i8 = sext <32 x i1> undef to <32 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 42 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL512-LABEL: 'sext256_vXi1'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i64 = sext <8 x i1> undef to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; AVX512VL512-NEXT: Cost Model: Found an estimated
 cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef to <8 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i32 = sext <16 x i1> undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i16 = sext <2 x i1> undef to <2 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i16 = sext <4 x i1> undef to <4 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>

; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i16 =
 sext <16 x i1> undef to <16 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %V32i16 = sext <32 x i1>
undef to <32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i8 = sext <2 x i1> undef to
<2 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i8 = sext <4 x i1> undef to
<4 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i8 = sext <8 x i1> undef to
<8 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i8 = sext <16 x i1> undef
to <16 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %V32i8 = sext <32 x i1> undef
to <32 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 15 for instruction: %V64i8 = sext <64 x i1>
undef to <64 x i8>
; AVX512VL512-NEXT:
  Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX256-LABEL: 'sext256_vXi1'
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = sext <8 x i1> undef to <8 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef
 to <8 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = sext <16 x i1> undef to
<16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = sext <2 x i1> undef to <2 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = sext <4 x i1> undef to <4 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i16 = sext <8 x i1> undef to <8 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = sext <16 x i1> undef to
<16 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i16 = sext <32 x i1> undef to
<32 x i16>

; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8
 = sext <2 x i1> undef to <2 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = sext <8 x i1> undef to <8 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i8 = sext <16 x i1> undef to <16 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V32i8 = sext <32 x i1> undef to <32 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX512-LABEL: 'sext256_vXi1'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x i64>
; SKX512-NEXT: Cost Model: Found an estimated
 cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i64 = sext <8 x i1> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef to <8 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i32 = sext <16 x i1> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = sext <2 x i1> undef to <2 x i16>
; SKX512-NEXT: Cost Model:
 Found an estimated cost of 1 for instruction: %V4i16 = sext <4 x i1> undef to <4 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = sext <16 x i1> undef to <16 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V32i16 = sext <32 x i1> undef to <32 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = sext <2 x i1> undef to <2 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>

; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = sext <8 x i1> undef to <8 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i8 = sext <16 x i1> undef to <16 x i8>
;
 SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V32i8 = sext <32 x i1> undef to <32 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
 %I64 = sext i1 undef to i64
 %V2i64 = sext <2 x i1> undef to <2 x i64>
 %V4i64 = sext <4 x i1> undef to <4 x i64>
 %V8i64 = sext <8 x i1> undef to <8 x i64>

 %I32 = sext i1 undef to i32
 %V2i32 = sext <2 x i1> undef to <2 x i32>
 %V4i32 = sext <4 x i1> undef to <4 x i32>
 %V8i32 = sext <8 x i1> undef to <8 x i32>
 %V16i32 = sext <16 x i1> undef to <16 x i32>

 %I16 = sext i1 undef to i16
 %V2i16 = sext <2 x i1> undef to <2 x i16>
 %V4i16 = sext <4 x i1> undef to <4 x i16>
 %V8i16 = sext <8 x i1> undef to <8 x i16>
 %V16i16 = sext <16 x i1> undef to <16 x i16>
 %V32i16 = sext <32 x i1> undef to <32 x i16>

 %I8 = sext i1 undef to i8
 %V2i8 = sext <2
 x i1> undef to <2 x i8>
 %V4i8 = sext <4 x i1> undef to <4 x i8>
 %V8i8 = sext <8 x i1> undef to <8 x i8>
 %V16i8 = sext <16 x i1> undef to <16 x i8>
 %V32i8 = sext <32 x i1> undef to <32 x i8>
 %V64i8 = sext <64 x i1> undef to <64 x i8>

 ret i32 undef
}

define i32 @trunc_vXi1() "min-legal-vector-width"="256" {
; AVX-LABEL: 'trunc_vXi1'
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x

i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to <16 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i64
 = trunc <64 x i64> undef to <64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = trunc <4 x i16> undef to <4 x i1>
; AVX-NEXT: Cost Model: Found an estimated
 cost of 0 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i16 = trunc <32 x i16> undef to <32 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; AVX-NEXT:
  Cost Model: Found an estimated cost of 0 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL256-LABEL: 'trunc_vXi1'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V8i64 = trunc <8 x i64>

undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i64 = trunc <64 x i64> undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model:
Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 16 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i16 = trunc <4 x i16> undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an
estimated cost of 3 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 16 for instruction: %V32i16 = trunc <32 x i16> undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 32 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of
0 for instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL512-LABEL: 'trunc_vXi1'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x i1>

; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i64 = trunc <64 x i64> undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i16 = trunc <4 x i16> undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i16 = trunc <32 x i16> undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;

; SKX256-LABEL: 'trunc_vXi1'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to <16 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32 x i1>
; SKX256-NEXT:
  Cost Model: Found an estimated cost of 0 for instruction: %V64i64 = trunc <64 x i64> undef to <64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction:
  %V4i16 = trunc <4 x i16> undef to <4 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
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; SKX256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
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; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x i1>
; SKX256-NEXT:
  Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V64i8 = trunc <64 x i8> undef to

<64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX512-LABEL: 'trunc_vXi1'
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x i1>
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; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to <16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i64 = trunc <32 x i64> undef to <32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction:
 %V64i64 = trunc <64 x i64> undef to <64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = trunc <16 x i32> undef to <16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i32 = trunc <32 x i32> undef to <32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i32 = trunc <64 x i32> undef to <64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = trunc <4 x i16> undef to <4 x i1>
;
 SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i16 = trunc <32 x i16> undef to <32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V64i16 = trunc <64 x i16> undef to <64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = trunc <16 x i8> undef to

<16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for
 instruction: %V32i8 = trunc <32 x i8> undef to <32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V64i8 = trunc <64 x i8> undef to
<64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
 %V2i64 = trunc <2 x i64> undef to <2 x i1>
 %V4i64 = trunc <4 x i64> undef to <4 x i1>
 %V8i64 = trunc <8 x i64> undef to <8 x i1>
 %V16i64 = trunc <16 x i64> undef to <16 x i1>
 %V32i64 = trunc <32 x i64> undef to <32 x i1>
 %V64i64 = trunc <64 x i64> undef to <64 x i1>

 %V2i32 = trunc <2 x i32> undef to <2 x i1>
 %V4i32 = trunc <4 x i32> undef to <4 x i1>
 %V8i32 = trunc <8 x i32> undef to <8 x i1>
 %V16i32 = trunc <16 x i32> undef to <16 x i1>
 %V32i32 = trunc <32 x i32> undef to <32 x i1>
 %V64i32 = trunc <64 x i32> undef to <64 x i1>

 %V2i16 = trunc <2 x i16> undef to <2 x i1>
 %V4i16 = trunc <4 x i16> undef to <4 x i1>
 %V8i16 = trunc <8 x i16> undef to <8 x i1>
 %V16i16 = trunc <16 x i16> undef to
 <16 x i1>
 %V32i16 = trunc <32 x i16> undef to <32 x i1>
 %V64i16 = trunc <64 x i16> undef to <64 x i1>

 %V2i8 = trunc <2 x i8> undef to <2 x i1>
 %V4i8 = trunc <4 x i8> undef to <4 x i1>
 %V8i8 = trunc <8 x i8> undef to <8 x i1>
 %V16i8 = trunc <16 x i8> undef to <16 x i1>
 %V32i8 = trunc <32 x i8> undef to <32 x i1>
 %V64i8 = trunc <64 x i8> undef to <64 x i1>

 ret i32 undef
}
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add_lldb_library(lldbPluginObjectContainerBSDArchive PLUGIN
ObjectContainerBSDArchive.cpp

LINK_LIBS
lldbCore
lldbHost
lldbSymbol
LINK_COMPONENTS
Support
)
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; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --function-signature --
scrub-attributes
; RUN: opt -S -passes=argpromotion < %s | FileCheck %s
; Test that we only promote arguments when the caller/callee have compatible
; function attrubtes.

target triple = "x86_64-unknown-linux-gnu"

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %arg, ptr
readonly %arg1) #0 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %arg) #0 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CHECK-SAME:
 (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(ptr %tmp2, ptr %tmp)
```

```
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define
 internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %arg, ptr readonly
%arg1) #1 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %arg) #1 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc
 void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr [[TMP2]], <8 x i64>
[[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %arg, ptr
```

```
readonly %arg1) #1 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]],
 ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %arg) #0 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align
 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %arg, ptr
readonly %arg1) #0 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
```

```
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %arg) #1 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:
  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
 %arg, ptr readonly %arg1) #1 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], ptr readonly [[ARG1:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1]]
; CHECK-NEXT:    store <8 x i64> [[TMP]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %arg) #2 {
```

```
; CHECK-LABEL: define {{[^@]+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
 [[TMP2]], ptr [[TMP]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %arg, ptr
readonly %arg1) #2 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], ptr readonly [[ARG1:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = load <8 x i64>, ptr [[ARG1]]
; CHECK-NEXT:    store <8 x i64>
 [[TMP]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %arg) #1 {
; CHECK-LABEL: define {{[^@]+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr
[[TMP2]], ptr [[TMP]])
```

```
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64
 32, i1 false)
 call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %arg, ptr readonly
%arg1) #3 {
; CHECK-LABEL: define {{[^@]+}}@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %arg) #4 {
; CHECK-LABEL: define {{[^@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:
   [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
```

```
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %arg, ptr readonly
%arg1) #4 {
;
 CHECK-LABEL: define {{[^@]+}}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    store <8 x i64> [[ARG1_VAL]], ptr [[ARG]]
; CHECK-NEXT:    ret void
;
bb:
 %tmp = load <8 x i64>, ptr %arg1
 store <8 x i64> %tmp, ptr %arg
 ret void
}

define void @avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %arg) #3 {
; CHECK-LABEL: define {{[^@]+}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (ptr [[ARG:%.*]])
; CHECK-NEXT:  bb:
; CHECK-NEXT:    [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:    call void @llvm.memset.p0.i64(ptr align 32 [[TMP]], i8 0, i64 32, i1 false)
; CHECK-NEXT:    [[TMP_VAL:%.*]] = load <8 x i64>, ptr [[TMP]]
; CHECK-NEXT:    call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:    [[TMP4:%.*]] = load
 <8 x i64>, ptr [[TMP2]], align 32
; CHECK-NEXT:    store <8 x i64> [[TMP4]], ptr [[ARG]], align 2
; CHECK-NEXT:    ret void
;
bb:
 %tmp = alloca <8 x i64>, align 32
 %tmp2 = alloca <8 x i64>, align 32
 call void @llvm.memset.p0.i64(ptr align 32 %tmp, i8 0, i64 32, i1 false)
 call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(ptr %tmp2, ptr %tmp)
 %tmp4 = load <8 x i64>, ptr %tmp2, align 32
 store <8 x i64> %tmp4, ptr %arg, align 2
 ret void
}
```

```
; If the arguments are scalar, its ok to promote.
define internal i32 @scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %X, ptr %Y)
#2 {
; CHECK-LABEL: define
{{[^@]+}}@scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (i32 [[X_VAL:%.*]], i32 [[Y_VAL:%.*]])
; CHECK-NEXT:    [[C:%.*]] = add i32 [[X_VAL]], [[Y_VAL]]
; CHECK-NEXT:    ret i32 [[C]]
;
 %A = load i32, ptr %X
 %B = load i32, ptr %Y
 %C = add i32 %A, %B
 ret i32 %C
}

define i32 @scalar_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr
 %B) #2 {
; CHECK-LABEL: define {{[^@]+}}@scalar_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (ptr [[B:%.*]])
; CHECK-NEXT:    [[A:%.*]] = alloca i32
; CHECK-NEXT:    store i32 1, ptr [[A]]
; CHECK-NEXT:    [[A_VAL:%.*]] = load i32, ptr [[A]]
; CHECK-NEXT:    [[B_VAL:%.*]] = load i32, ptr [[B]]
; CHECK-NEXT:    [[C:%.*]] = call i32
@scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(i32 [[A_VAL]], i32 [[B_VAL]])
; CHECK-NEXT:    ret i32 [[C]]
;
 %A = alloca i32
 store i32 1, ptr %A
 %C = call i32 @scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(ptr %A, ptr %B)
 ret i32 %C
}

; If the arguments are scalar, its ok to promote.
define internal i32 @scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %X, ptr %Y)
#2 {
; CHECK-LABEL: define
{{[^@]+}}@scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (i32 [[X_VAL:%.*]],
 i32 [[Y_VAL:%.*]])
; CHECK-NEXT:    [[C:%.*]] = add i32 [[X_VAL]], [[Y_VAL]]
; CHECK-NEXT:    ret i32 [[C]]
;
 %A = load i32, ptr %X
 %B = load i32, ptr %Y
 %C = add i32 %A, %B
 ret i32 %C
}
```

```
define i32 @scalar_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %B) #2 {
; CHECK-LABEL: define {{[^@]+}}@scalar_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (ptr [[B:%.*]])
; CHECK-NEXT:    [[A:%.*]] = alloca i32
; CHECK-NEXT:    store i32 1, ptr [[A]]
; CHECK-NEXT:    [[A_VAL:%.*]] = load i32, ptr [[A]]
; CHECK-NEXT:    [[B_VAL:%.*]] = load i32, ptr [[B]]
; CHECK-NEXT:    [[C:%.*]] = call i32
@scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(i32 [[A_VAL]], i32 [[B_VAL]])
; CHECK-NEXT:    ret i32 [[C]]
;
 %A = alloca i32
 store i32 1, ptr %A
 %C = call i32 @scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(ptr %A, ptr %B)
 ret i32 %C
}

; Function Attrs: argmemonly nounwind
declare void @llvm.memset.p0.i64(ptr
 nocapture writeonly, i8, i64, i1) #5

attributes #0 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="512" }
attributes #1 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="256" }
attributes #2 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="256" "prefer-vector-width"="256" }
attributes #3 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="512"
"prefer-vector-width"="256" }
attributes #4 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="256"
"prefer-vector-width"="256" }
attributes #5 = { argmemonly nounwind }
```

1.788 ignite-core 2.17.0

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==========

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1.789 ignite-kubernetes 2.17.0

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1.790 alpine-release 3.22.1-r0

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pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}
```

```
sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
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url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
```

```
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

```
package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}
```

```
sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

/*
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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The

```
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
```

```
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
     (var) != SLIST_END(head);     \
     (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
```

```
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
```

```
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
```

```
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
```

```
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
```

```
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
```

```
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)      \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {      \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
```

```
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
```

```
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)  \
 if (*(head)->tqh_last != NULL)    \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)    \
 if ((elm)->field.tqe_next &&    \
    (elm)->field.tqe_next->field.tqe_prev !=  \
    &(elm)->field.tqe_next)    \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
    __FILE__, __LINE__);   \
 if (*(elm)->field.tqe_prev != (elm))   \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)  \
 if ((elm)->field.tqe_next == NULL &&   \
    (head)->tqh_last != &(elm)->field.tqe_next)  \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)   \
 (elm)->field.tqe_next = (void *)1L;   \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {     \
 (head)->tqh_first = TAILQ_END(head);   \
 (head)->tqh_last = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {  \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =  \
     &(elm)->field.tqe_next;   \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);    \
 (elm)->field.tqe_prev = &(head)->tqh_first;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
```

```
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
      (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
             (elm2)->field.tqe_next->field.tqe_prev =  \
                 &(elm2)->field.tqe_next;    \
       else       \
             (head)->tqh_last = &(elm2)->field.tqe_next;  \
```

```
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
        *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))
```

```
#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
```

```
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }        \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
```

```
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)
```

```
#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {	\
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)		\
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);	\
 (elm)->field.cqe_prev = (head)->cqh_last;	\
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))	\
  (head)->cqh_first = (elm);		\
 else		\
  (head)->cqh_last->field.cqe_next = (elm);	\
 (head)->cqh_last = (elm);		\
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {		\
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)		\
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)	\
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))	\
  (head)->cqh_last = (elm)->field.cqe_prev;	\
 else		\
  (elm)->field.cqe_next->field.cqe_prev =	\
      (elm)->field.cqe_prev;		\
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))	\
  (head)->cqh_first = (elm)->field.cqe_next;	\
 else		\
  (elm)->field.cqe_prev->field.cqe_next =	\
      (elm)->field.cqe_next;		\
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)	\
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)		\
 for ((var) = ((head)->cqh_first);		\
  (var) != CIRCLEQ_ENDC(head);		\
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)	\
 for ((var) = ((head)->cqh_last);		\
  (var) != CIRCLEQ_ENDC(head);		\
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
```

```
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif
```

```
#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"
```

```
prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
```

```
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */
```

```
#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
```

```
	return (SPLAY_ROOT(head));	\
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)	\
struct type *		\
name##_SPLAY_INSERT(struct name *head, struct type *elm)	\
{		\
  if (SPLAY_EMPTY(head)) {	\
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {		\
    int __comp;		\
    name##_SPLAY(head, elm);	\
    __comp = (cmp)(elm, (head)->sph_root);	\
    if(__comp < 0) {	\
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;	\
     SPLAY_LEFT((head)->sph_root, field) = NULL;	\
    } else if (__comp > 0) {	\
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;	\
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else	\
     return ((head)->sph_root);	\
  }		\
  (head)->sph_root = (elm);	\
  return (NULL);		\
}		\
		\
struct type *		\
name##_SPLAY_REMOVE(struct name *head, struct type *elm)	\
{		\
 struct type *__tmp;	\
 if (SPLAY_EMPTY(head))	\
  return (NULL);	\
 name##_SPLAY(head, elm);	\
 if ((cmp)(elm, (head)->sph_root) == 0) {	\
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {	\
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);	\
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }	\
```

```
  return (elm);      \
 }       \
 return (NULL);       \
}        \
        \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
```

```
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
     (x) = SPLAY_NEXT(name, head, x))
```

```
/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)      \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
```

```
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
```

```
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
```

```
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
         \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
```

```
  }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_RIGHT(tmp, field))  \
   RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
  RB_ROTATE_LEFT(head, parent, tmp, field);\
  elm = RB_ROOT(head);   \
  break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
  RB_SET_BLACKRED(tmp, parent, field); \
  RB_ROTATE_RIGHT(head, parent, tmp, field);\
  tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
  RB_COLOR(tmp, field) = RB_RED;  \
  elm = parent;    \
  parent = RB_PARENT(elm, field);  \
  } else {     \
  if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
   struct type *oright;  \
   if ((oright = RB_RIGHT(tmp, field)) \
       != NULL)   \
    RB_COLOR(oright, field) = RB_BLACK;\
   RB_COLOR(tmp, field) = RB_RED; \
   RB_ROTATE_LEFT(head, tmp, oright, field);\
   tmp = RB_LEFT(parent, field); \
  }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_LEFT(tmp, field))  \
   RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
  RB_ROTATE_RIGHT(head, parent, tmp, field);\
  elm = RB_ROOT(head);   \
  break;     \
  }      \
 }       \
}       \
if
(elm)      \
 RB_COLOR(elm, field) = RB_BLACK;   \
```

```
}       \
       \
attr struct type *      \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{       \
 struct type *child, *parent, *old = elm;   \
 int color;      \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
   RB_PARENT(RB_RIGHT(old, field), field) = elm; \
  if (parent) {      \
   left = parent;     \
   do {      \
    RB_AUGMENT(left);   \
```

```
   } while ((left = RB_PARENT(left, field)) != NULL); \
  }       \
  goto color;      \
 }        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
```

```
 } else       \
  RB_ROOT(head) = elm;    \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);      \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *      \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;      \
 while (tmp) {      \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (NULL);      \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *      \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;      \
 while (tmp) {      \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (res);      \
}        \
        \
/* ARGSUSED */       \
```

```
attr struct type *	\
name##_RB_NEXT(struct type *elm)	\
{	\
 if (RB_RIGHT(elm, field)) {	\
  elm = RB_RIGHT(elm, field);	\
  while (RB_LEFT(elm, field))	\
   elm = RB_LEFT(elm, field);	\
 } else {	\
  if (RB_PARENT(elm, field) &&	\
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);	\
  else {	\
   while (RB_PARENT(elm, field) &&	\
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);	\
   elm = RB_PARENT(elm, field);	\
  }	\
 }	\
 return (elm);	\
}	\
	\
/* ARGSUSED */	\
attr struct type *	\
name##_RB_PREV(struct type *elm)	\
{	\
 if (RB_LEFT(elm, field)) {	\
  elm = RB_LEFT(elm, field);	\
  while (RB_RIGHT(elm, field))	\
   elm = RB_RIGHT(elm, field);	\
 }	\
 else {	\
  if (RB_PARENT(elm, field) &&	\
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);	\
  else {	\
   while (RB_PARENT(elm, field) &&	\
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);	\
   elm = RB_PARENT(elm, field);	\
  }	\
 }	\
 return (elm);	\
}	\
	\
attr struct type *	\
name##_RB_MINMAX(struct name *head, int val)	\
{	\
 struct type *tmp = RB_ROOT(head);	\
```

```
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))
```

```
#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
```

MIT

1.791 avahi 0.8-r21

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Version 2.1, February 1999

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1.793 openssl 3.0.17

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```
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the names:

```
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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
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1.794 sqlite 3.49.2-r1

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==========

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 * All code that ends up in the "sqlite3.c" and "sqlite3.h" build products
    that actually implement
 the SQLite RDBMS.
 * All of the code used to compile the
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 * All of the code used to build various utility programs such as
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> ~~~
./configure && make
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 * The ["autosetup"](http://msteveb.github.io/autosetup/) configuration
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> ~~~
~~~

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---
autosetup - A build environment "autoconfigurator"

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1.795 pixman 0.46.4-r0
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1.796 spring-expression 6.2.9

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* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/ast/IntLiteral.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/ast/BooleanLiteral.java
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 /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/ast/OperatorInstanceof.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/SpelCompilerMode.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/TargetedAccessor.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/ast/OpLT.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/support/ReflectiveIndexAccessor.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/standard/SpelExpressionParser.java
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* /spring-expression-6-2-9-sources-jar/org/springframework/expression/ExpressionException.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/ConstructorResolver.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/ast/Identifier.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/ast/OperatorBetween.java
* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/ast/LongLiteral.java
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* /spring-expression-6-2-9-sources-jar/org/springframework/expression/spel/ast/Assign.java
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* /spring-core-6-2-9-sources-jar/org/springframework/cglib/core/MethodWrapper.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/proxy/Mixin.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/core/CodeEmitter.java
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* /spring-core-6-2-9-sources-jar/org/springframework/cglib/proxy/MixinEverythingEmitter.java
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 /spring-core-6-2-9-sources-jar/org/springframework/cglib/proxy/CallbackHelper.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/core/ClassInfo.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/proxy/CallbackInfo.java
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* /spring-core-6-2-9-sources-jar/org/springframework/cglib/core/MethodInfo.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/proxy/InterfaceMaker.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/core/MethodInfoTransformer.java
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* /spring-core-6-2-9-sources-
jar/org/springframework/objenesis/instantiator/android/AndroidSerializationInstantiator.java
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* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/basic/DelegatingToExoticInstantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/ObjenesisHelper.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/annotations/Typology.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/SerializationInstantiatorHelper.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/basic/FailingInstantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/basic/NullInstantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/ObjenesisSerializer.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/strategy/PlatformDescription.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/android/Android10Instantiator.java
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/spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/annotations/Instantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/util/UnsafeUtils.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/basic/ObjectStreamClassInstantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/ObjenesisBase.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/ObjenesisException.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/strategy/InstantiatorStrategy.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/gcj/GCJInstantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/strategy/SingleInstantiatorStrategy.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/android/Android18Instantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/strategy/StdInstantiatorStrategy.java
*
/spring-core-6-2-9-sources-jar/org/springframework/objenesis/ObjenesisStd.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/util/ClassUtils.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/basic/NewInstanceInstantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/basic/ObjectInputStreamInstantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/sun/SunReflectionFactoryInstantiator.java
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* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/basic/ConstructorInstantiator.java
* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/instantiator/ObjectInstantiator.java
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* /spring-core-6-2-9-sources-jar/org/springframework/objenesis/strategy/BaseInstantiatorStrategy.java
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* /spring-core-6-2-9-sources-jar/org/springframework/asm/ClassVisitor.java
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 /spring-core-6-2-9-sources-jar/org/springframework/asm/Opcodes.java
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* /spring-core-6-2-9-sources-jar/org/springframework/asm/SymbolTable.java
* /spring-core-6-2-9-sources-jar/org/springframework/asm/Edge.java
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* /spring-core-6-2-9-sources-jar/org/springframework/asm/MethodWriter.java
* /spring-core-6-2-9-sources-jar/org/springframework/asm/Handler.java
* /spring-core-6-2-9-sources-jar/org/springframework/asm/ClassTooLargeException.java
* /spring-core-6-2-9-sources-jar/org/springframework/asm/ConstantDynamic.java
* /spring-core-6-2-9-sources-jar/org/springframework/asm/MethodTooLargeException.java
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* /spring-core-6-2-9-sources-jar/org/springframework/javapoet/MethodSpec.java
* /spring-core-6-2-9-sources-jar/org/springframework/javapoet/TypeName.java
* /spring-core-6-2-9-sources-jar/org/springframework/javapoet/FieldSpec.java
* /spring-core-6-2-9-sources-jar/org/springframework/javapoet/WildcardTypeName.java
* /spring-core-6-2-9-sources-jar/org/springframework/javapoet/ParameterSpec.java
* /spring-core-6-2-9-sources-jar/org/springframework/javapoet/CodeBlock.java
* /spring-core-6-2-9-sources-jar/org/springframework/javapoet/ArrayTypeName.java
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* /spring-core-6-2-9-sources-jar/org/springframework/cglib/transform/impl/AccessFieldTransformer.java
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* /spring-core-6-2-9-sources-jar/org/springframework/cglib/proxy/Dispatcher.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/transform/impl/InterceptFieldCallback.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/core/Signature.java
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* /spring-core-6-2-9-sources-jar/org/springframework/cglib/transform/ClassVisitorTee.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/transform/ClassTransformerFactory.java
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* /spring-core-6-2-9-sources-jar/org/springframework/cglib/transform/impl/InterceptFieldEnabled.java
* /spring-core-6-2-9-sources-jar/org/springframework/cglib/util/SorterTemplate.java

* /spring-core-6-2-9-sources-jar/org/springframework/cglib/transform/impl/UndeclaredThrowableStrategy.java
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* /spring-core-6-2-9-sources-jar/org/springframework/cglib/util/StringSwitcher.java
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* /spring-core-6-2-9-sources-jar/org/springframework/aot/hint/ResourceBundleHint.java
* /spring-core-6-2-9-sources-jar/org/springframework/core/type/classreading/MetadataReader.java
* /spring-core-6-2-9-sources-jar/org/springframework/core/type/AnnotatedTypeMetadata.java
* /spring-core-6-2-9-sources-jar/org/springframework/core/convert/support/StringToEnumConverterFactory.java
* /spring-core-6-2-9-sources-jar/org/springframework/aot/hint/support/SpringPropertiesRuntimeHints.java
* /spring-core-6-2-9-sources-jar/org/springframework/core/codec/AbstractDataBufferDecoder.java
* /spring-core-6-2-9-sources-jar/org/springframework/core/io/buffer/DataBufferInputStream.java
*
/spring-core-6-2-9-sources-jar/org/springframework/core/convert/support/CollectionToObjectConverter.java
* /spring-core-6-2-9-sources-jar/org/springframework/core/task/VirtualThreadDelegate.java
* /spring-core-6-2-9-sources-jar/org/springframework/core/NamedThreadLocal.java
* /spring-core-6-2-9-sources-jar/org/springframework/core/io/VfsResource.java
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*/
```

Found in path(s):
* /spring-core-6-2-9-sources-jar/org/springframework/core/metrics/jfr/FlightRecorderStartupStep.java

1.798 spring-tx 6.2.9

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*/

Found in path(s):
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/AbstractReactiveTransactionManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/TransientDataAccessResourceException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionalOperatorExtensions.kt
*
 /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/RollbackRuleAttribute.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/AbstractTransactionStatus.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/support/DataAccessUtils.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/annotation/AbstractTransactionManagementConfiguration.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/ResourceHolder.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/DataRetrievalFailureException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/DelegatingTransactionDefinition.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/PessimisticLockingFailureException.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/interceptor/CompositeTransactionAttributeSource.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/IncorrectResultSizeDataAccessException.java
*
 /spring-tx-6-2-9-sources-jar/org/springframework/dao/EmptyResultDataAccessException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/DefaultTransactionDefinition.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/support/PersistenceExceptionTranslator.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionAttributeSourceEditor.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionContextManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/jca/endpoint/AbstractMessageEndpointFactory.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/UncategorizedDataAccessException.java
* /spring-tx-6-2-9-sources-
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* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/TransactionRuntimeHints.java
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 /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionAttribute.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/InvalidDataAccessApiUsageException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/jca/support/SimpleBootstrapContext.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/HeuristicCompletionException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/DeadlockLoserDataAccessException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionAttributeSourceAdvisor.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionalOperatorImpl.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/TransactionSynchronizationManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/TransactionTemplate.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/Isolation.java

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 /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/event/TransactionalApplicationListenerMethodAdapter.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/InvalidTimeoutException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionalOperator.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/ConfigurableTransactionManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionExecutionListener.java
* /spring-tx-6-2-9-sources-
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* /spring-tx-6-2-9-sources-jar/org/springframework/dao/NonTransientDataAccessResourceException.java
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* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/DelegatingTransactionAttribute.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/JtaTransactionAnnotationParser.java
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* /spring-tx-6-2-9-sources-
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* /spring-tx-6-2-9-sources-
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* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/TransactionSynchronizationAdapter.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/interceptor/MatchAlwaysTransactionAttributeSource.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/TransactionOperations.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/support/CallbackPreferringPlatformTransactionManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/IncorrectUpdateSemanticsDataAccessException.java
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 /spring-tx-6-2-9-sources-jar/org/springframework/transaction/InvalidIsolationLevelException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/jca/support/LocalConnectionFactoryBean.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/DefaultTransactionStatus.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/Ejb3TransactionAnnotationParser.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionContextHolder.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionAttributeEditor.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/TransactionManagementConfigurer.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionSynchronizationUtils.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/SimpleTransactionScope.java
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 /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/interceptor/NameMatchTransactionAttributeSource.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/Propagation.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionProxyFactoryBean.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/NonTransientDataAccessException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/ResourceHolderSynchronization.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionStatus.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/RecoverableDataAccessException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/ReactiveTransactionManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/config/TxAdviceBeanDefinitionParser.java

* /spring-tx-6-2-9-sources-jar/org/springframework/dao/TypeMismatchDataAccessException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionSynchronizationManager.java
*
 /spring-tx-6-2-9-sources-jar/org/springframework/dao/support/PersistenceExceptionTranslationInterceptor.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/jta/ManagedTransactionAdapter.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/ResourceTransactionManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/StaticTransactionDefinition.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/DuplicateKeyException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionAttributeSource.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/jta/TransactionFactory.java
* /spring-tx-6-2-9-sources-jar/org/springframework/jca/endpoint/GenericMessageEndpointManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/PlatformTransactionManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionTimedOutException.java
*
 /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/ResourceHolderSupport.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/GenericReactiveTransaction.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/QueryTimeoutException.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/event/TransactionalApplicationListenerSynchronization.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionAspectSupport.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/NoRollbackRuleAttribute.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/WithoutTransactionOperations.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/event/TransactionalApplicationListenerAdapter.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/PermissionDeniedDataAccessException.java
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 /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionSystemException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/DefaultTransactionAttribute.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/jta/SpringJtaSynchronizationAdapter.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/ReactiveResourceSynchronization.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/TransactionCallback.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/event/TransactionalEventListenerFactory.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/CannotSerializeTransactionException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/jta/JtaTransactionObject.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionUsageException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/NoTransactionException.java
*
 /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/RollbackOn.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/jta/JtaAfterCompletionSynchronization.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionAttributeSourcePointcut.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/SmartTransactionObject.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/TransactionCallbackWithoutResult.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/support/DaoSupport.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/event/TransactionPhase.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/OptimisticLockingFailureException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/IllegalTransactionStateException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/jca/endpoint/GenericMessageEndpointFactory.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/UnexpectedRollbackException.java
*

/spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionalEventPublisher.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionInterceptor.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/config/AnnotationDrivenBeanDefinitionParser.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/Transactional.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/TransientDataAccessException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/TransactionAnnotationParser.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/InvalidDataAccessResourceUsageException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/jta/JtaTransactionManager.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/interceptor/AbstractFallbackTransactionAttributeSource.java
*
/spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionSynchronization.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/ResourceTransactionDefinition.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionSuspensionNotSupportedException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/config/TransactionManagementConfigUtils.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/CannotCreateTransactionException.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/interceptor/BeanFactoryTransactionAttributeSourceAdvisor.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/TransactionalProxy.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/jta/SimpleTransactionFactory.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/SavepointManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/config/TxNamespaceHandler.java
*
/spring-tx-6-2-9-sources-jar/org/springframework/transaction/ReactiveTransaction.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/dao/annotation/PersistenceExceptionTranslationPostProcessor.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/annotation/ProxyTransactionManagementConfiguration.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/interceptor/RuleBasedTransactionAttribute.java
* /spring-tx-6-2-9-sources-
jar/org/springframework/transaction/annotation/RestrictedTransactionalEventListenerFactory.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionDefinition.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/SpringTransactionAnnotationParser.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/DataIntegrityViolationException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/jta/UserTransactionAdapter.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/SimpleTransactionStatus.java
*
/spring-tx-6-2-9-sources-jar/org/springframework/dao/CannotAcquireLockException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/AbstractPlatformTransactionManager.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/event/TransactionalApplicationListener.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/DataAccessException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/support/TransactionSynchronization.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/event/TransactionalEventListener.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/DataAccessResourceFailureException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionContext.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/NestedTransactionNotSupportedException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/TransactionExecution.java
*

/spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/EnableTransactionManagement.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/reactive/TransactionCallback.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/support/ChainedPersistenceExceptionTranslator.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/annotation/PersistenceExceptionTranslationAdvisor.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/ConcurrencyFailureException.java
* /spring-tx-6-2-9-sources-jar/org/springframework/jca/support/ResourceAdapterFactoryBean.java
* /spring-tx-6-2-9-sources-jar/org/springframework/transaction/annotation/TransactionBeanRegistrationAotProcessor.java
* /spring-tx-6-2-9-sources-jar/org/springframework/dao/CleanupFailureDataAccessException.java

1.799 spring-context 6.2.9

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Found in path(s):
* /spring-context-6-2-9-sources-jar/org/springframework/validation/BindingErrorProcessor.java
* /spring-context-6-2-9-sources-jar/org/springframework/scheduling/support/MethodInvokingRunnable.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/event/ContextClosedEvent.java
*
/spring-context-6-2-9-sources-jar/org/springframework/cache/interceptor/CacheInterceptor.java
* /spring-context-6-2-9-sources-jar/org/springframework/jmx/export/annotation/AnnotationJmxAttributeSource.java
* /spring-context-6-2-9-sources-jar/org/springframework/ejb/config/RemoteStatelessSessionBeanDefinitionParser.java
* /spring-context-6-2-9-sources-jar/org/springframework/cache/interceptor/VariableNotAvailableException.java
* /spring-context-6-2-9-sources-jar/org/springframework/scripting/config/ScriptBeanDefinitionParser.java
* /spring-context-6-2-9-sources-jar/org/springframework/validation/beanvalidation/OptionalValidatorFactoryBean.java
* /spring-context-6-2-9-sources-jar/org/springframework/jmx/export/assembler/MetadataMBeanInfoAssembler.java
* /spring-context-6-2-9-sources-jar/org/springframework/cache/CacheManager.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/event/EventExpressionRootObject.java

* /spring-context-6-2-9-sources-
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 /spring-context-6-2-9-sources-jar/org/springframework/context/event/SmartApplicationListener.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/support/AbstractXmlApplicationContext.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/support/FileSystemXmlApplicationContext.java
* /spring-context-6-2-9-sources-
jar/org/springframework/instrument/classloading/glassfish/GlassFishLoadTimeWeaver.java
* /spring-context-6-2-9-sources-jar/org/springframework/scheduling/support/TaskUtils.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/event/GenericApplicationListenerDelegate.java
* /spring-context-6-2-9-sources-jar/org/springframework/scheduling/annotation/SchedulingConfigurer.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/expression/BeanFactoryResolver.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/expression/StandardBeanExpressionResolver.java
*
 /spring-context-6-2-9-sources-jar/org/springframework/cache/interceptor/CacheExpressionRootObject.java
* /spring-context-6-2-9-sources-jar/org/springframework/validation/ValidationUtils.java
* /spring-context-6-2-9-sources-jar/org/springframework/scheduling/concurrent/CustomizableThreadFactory.java
* /spring-context-6-2-9-sources-jar/org/springframework/ui/context/support/ResourceBundleThemeSource.java
* /spring-context-6-2-9-sources-jar/org/springframework/jndi/TypeMismatchNamingException.java
* /spring-context-6-2-9-sources-jar/org/springframework/scripting/ScriptCompilationException.java
* /spring-context-6-2-9-sources-jar/org/springframework/cache/interceptor/BasicOperation.java
* /spring-context-6-2-9-sources-jar/org/springframework/cache/interceptor/CacheErrorHandler.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/expression/CachedExpressionEvaluator.java
* /spring-context-6-2-9-sources-jar/org/springframework/cache/interceptor/KeyGenerator.java
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 /spring-context-6-2-9-sources-jar/org/springframework/validation/MessageCodeFormatter.java
* /spring-context-6-2-9-sources-jar/org/springframework/scheduling/concurrent/ConcurrentTaskExecutor.java
* /spring-context-6-2-9-sources-jar/org/springframework/jmx/support/MBeanServerFactoryBean.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/weaving/LoadTimeWeaverAware.java
* /spring-context-6-2-9-sources-jar/org/springframework/scripting/bsh/BshScriptFactory.java
* /spring-context-6-2-9-sources-jar/org/springframework/scheduling/annotation/Async.java
* /spring-context-6-2-9-sources-
jar/org/springframework/format/datetime/DateTimeFormatAnnotationFormatterFactory.java
* /spring-context-6-2-9-sources-jar/org/springframework/format/FormatterRegistrar.java
* /spring-context-6-2-9-sources-jar/org/springframework/jmx/access/InvocationFailureException.java
* /spring-context-6-2-9-sources-jar/org/springframework/jmx/export/metadata/JmxAttributeSource.java
* /spring-context-6-2-9-sources-jar/org/springframework/format/AnnotationFormatterFactory.java
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 /spring-context-6-2-9-sources-jar/org/springframework/format/datetime/standard/DurationFormatter.java
* /spring-context-6-2-9-sources-
jar/org/springframework/instrument/classloading/SimpleThrowawayClassLoader.java
* /spring-context-6-2-9-sources-
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* /spring-context-6-2-9-sources-jar/org/springframework/jmx/export/annotation/ManagedOperation.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/ApplicationContextInitializer.java
* /spring-context-6-2-9-sources-
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* /spring-context-6-2-9-sources-jar/org/springframework/context/support/GenericApplicationContext.java

* /spring-context-6-2-9-sources-jar/org/springframework/context/support/StaticApplicationContext.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/annotation/Import.java
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* /spring-context-6-2-9-sources-
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* /spring-context-6-2-9-sources-jar/org/springframework/format/Formatter.java
* /spring-context-6-2-9-sources-
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* /spring-context-6-2-9-sources-jar/org/springframework/jndi/JndiObjectFactoryBean.java
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* /spring-context-6-2-9-sources-jar/org/springframework/context/MessageSourceResolvable.java
* /spring-context-6-2-9-sources-jar/org/springframework/context/support/DefaultLifecycleProcessor.java
* /spring-context-6-2-9-sources-jar/org/springframework/jmx/access/MBeanClientInterceptor.java
* /spring-context-6-2-9-sources-jar/org/springframework/scheduling/support/CronField.java
* /spring-context-6-2-9-sources-jar/org/springframework/jndi/JndiLocatorSupport.java
* /spring-context-6-2-9-sources-jar/org/springframework/validation/method/ParameterValidationResult.java
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Found in path(s):
* /spring-context-6-2-9-sources-jar/org/springframework/ui/ModelMapExtensions.kt
* /spring-context-6-2-9-sources-jar/org/springframework/ui/ModelExtensions.kt
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*/
/**

* Abstract the invocation of a cache operation.
*
* <p>Does not provide a way to transmit checked exceptions but
* provides a special exception that should be used to wrap any
* exception that was thrown by the underlying invocation.
* Callers are expected to handle this issue type specifically.
 *
* @author Stephane Nicoll
* @since 4.1
*/

Found in path(s):
* /spring-context-6-2-9-sources-jar/org/springframework/cache/interceptor/CacheOperationInvoker.java
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* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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* limitations under the License.
*/
/**
* Indicates that a component is only eligible for registration when all
* {@linkplain #value specified conditions} match.
*
* <p>A condition is any state that can be determined programmatically
* before the bean definition is due to be registered (see {@link Condition} for details).
*
 * <p>The {@code @Conditional} annotation may be used in any of the following ways:
*
* as a type-level annotation on any class directly or indirectly annotated with
* {@code @Component}, including {@link Configuration @Configuration} classes
* as a meta-annotation, for the purpose of composing custom stereotype
* annotations
* as a method-level annotation on any {@link Bean @Bean} method
*
*
* <p>If a {@code @Configuration} class is marked with {@code @Conditional},
* all of the {@code @Bean} methods, {@link Import @Import} annotations, and

```
* {@link ComponentScan @ComponentScan} annotations associated with that
* class will be subject to the conditions.
*
* <p><strong>NOTE</strong>: Inheritance of {@code @Conditional} annotations
* is not supported; any conditions from superclasses or from overridden
* methods will not be considered. In order to enforce these semantics,
* {@code @Conditional} itself is not declared as
* {@link java.lang.annotation.Inherited
 @Inherited}; furthermore, any
* custom <em>composed annotation</em> that is meta-annotated with
* {@code @Conditional} must not be declared as {@code @Inherited}.
*
* @author Phillip Webb
* @author Sam Brannen
* @since 4.0
* @see Condition
*/
```

Found in path(s):
* /spring-context-6-2-9-sources-jar/org/springframework/context/annotation/Conditional.java

1.800 spring-beans 6.2.9

1.800.1 Available under license :

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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.
*/
/**
  * Process the given {@link ConfigurableListableBeanFactory} instance
  * ahead-of-time and return a contribution or {@code null}.
  * <p>Processors are free to use any techniques they like to analyze the given
  * bean factory. Most typically use reflection to find fields or methods to
  * use in the
```

```
 contribution. Contributions typically generate source code or
  * resource files that can be used when the AOT optimized application runs.
  * <p>If the given bean factory does not contain anything that is relevant to
  * the processor, this method should return a {@code null} contribution.
  * @param beanFactory the bean factory to process
  * @return a {@link BeanFactoryInitializationAotContribution} or {@code null}
  */
```

Found in path(s):
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/BeanFactoryInitializationAotProcessor.java
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```
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* 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.
*/
/**
  * Process the given {@link RegisteredBean} instance ahead-of-time and
  * return a contribution or {@code null}.
  * <p>
  * Processors are free to use any techniques they like to analyze the given
  * instance. Most typically use reflection to find fields or methods to use
  * in the contribution.
 Contributions typically generate source code or
  * resource files that can be used when the AOT optimized application runs.
  * <p>
  * If the given instance isn't relevant to the processor, it should return a
  * {@code null} contribution.
  * @param registeredBean the registered bean to process
  * @return a {@link BeanRegistrationAotContribution} or {@code null}
  */
```

Found in path(s):
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/BeanRegistrationAotProcessor.java
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*/

Found in path(s):
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/ResourceBundleEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/ChildBeanDefinition.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/support/GenericTypeAwareAutowireCandidateResolver.java
*
 /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/XmlBeanDefinitionReader.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/BeanFactoryInitializationCode.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/ResourceEntityResolver.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/BeanRegistrationCodeFragments.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/BeanRegistrationExcludeFilter.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/MethodInvocationException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/AbstractBeanDefinitionReader.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/BeanRegistrationsAotContribution.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/LocaleEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/groovy/GroovyDynamicElementReader.java
*
 /spring-beans-6-2-9-sources-jar/org/springframework/beans/PropertyEditorRegistrar.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/PropertyAccessorFactory.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/NullSourceExtractor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/AbstractFactoryBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/DependencyDescriptor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/FatalBeanException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/annotation/ParameterResolutionDelegate.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/BeanDefinitionMethodGenerator.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/SimpleBeanDefinitionRegistry.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/MethodOverride.java
*
 /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/PatternEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/GenericTypeAwarePropertyDescriptor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/SourceExtractor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/support/SortDefinition.java

* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanFactoryUtils.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/InputSourceEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/InputStreamEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/InstanceSupplierCodeGenerator.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/StandardBeanInfoFactory.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/ListableBeanFactoryExtensions.kt
*
 /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanIsNotAFactoryException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/BeanDefinitionParsingException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/RuntimeBeanReference.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/aot/BeanDefinitionPropertiesCodeGenerator.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/DefaultDocumentLoader.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/LookupOverride.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/MethodInvokingFactoryBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/ParseState.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/wiring/BeanWiringInfo.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/BeanDefinitionVisitor.java
*
 /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/ReaderEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/SmartFactoryBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/XmlBeanDefinitionStoreException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/ExtendedBeanInfo.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/MethodInvokingBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/ClassArrayEditor.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/config/ObjectFactoryCreatingFactoryBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/InjectionPoint.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/DeprecatedBeanWarner.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/SimpleBeanInfoFactory.java
*
 /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/Location.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/ManagedList.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/NullValueInNestedPathException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/ScopeNotActiveException.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/aot/BeanFactoryInitializationAotContribution.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/annotation/CustomAutowireConfigurer.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/PropertiesBeanDefinitionReader.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanCreationException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/ZoneIdEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/ProblemReporter.java
*
 /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/ServiceLocatorFactoryBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/NullBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/ObjectFactory.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanNameAware.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/MapFactoryBean.java

* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/BeanExpressionContext.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/TimeZoneEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/Scope.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/AotException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/XmlReaderContext.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/SetFactoryBean.java
*
/spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/config/DestructionAwareBeanPostProcessor.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/annotation/InitDestroyAnnotationBeanPostProcessor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/NotReadablePropertyException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/DelegatingEntityResolver.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/wiring/BeanWiringInfoResolver.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/annotation/AnnotatedGenericBeanDefinition.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/groovy/GroovyBeanDefinitionWrapper.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/CannotLoadBeanClassException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/PropertyAccessorUtils.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/MethodDescriptor.java
*
/spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/YamlProcessor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/NamedBeanHolder.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/BeanDefinitionDecorator.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/YamlMapFactoryBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/BeanDefinitionReader.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/annotation/Configurable.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/CharArrayPropertyEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanFactory.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/DisposableBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/wiring/BeanConfigurerSupport.java
*
/spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/URIEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/BeanDefinitionParser.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/PassThroughSourceExtractor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanIsAbstractException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/MutablePropertyValues.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/PropertyResourceConfigurer.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/SimpleInstantiationStrategy.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/BeanDefinitionHolder.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/ByteArrayPropertyEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/InstanceSupplier.java
*
/spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/DocumentLoader.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/BeanRegistrationsAotProcessor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/TypedStringValue.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/PreferencesPlaceholderConfigurer.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/PropertyValuesEditor.java

* /spring-beans-6-2-9-sources-jar/org/springframework/beans/support/PagedListHolder.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanCurrentlyInCreationException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/BeanExpressionResolver.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/PathEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/AutowiredArguments.java
*
/spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/FileEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/FailFastProblemReporter.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/DefaultListableBeanFactory.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/annotation/AutowiredAnnotationBeanPostProcessor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanExpressionException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/PropertyMatches.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/FactoryBeanNotInitializedException.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/support/ImplicitlyAppearedSingletonException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/NamedBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/AutowiredFieldValueResolver.java
*
/spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanInitializationException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/PropertyEntry.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/ConfigurableListableBeanFactory.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/BeanDefinitionRegistry.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/PropertyPlaceholderConfigurer.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/AotServices.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/ImportDefinition.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/aot/DefaultBeanRegistrationCodeFragments.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/ListableBeanFactory.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/support/MutableSortDefinition.java
*
/spring-beans-6-2-9-sources-jar/org/springframework/beans/DirectFieldAccessor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/DefaultBeanNameGenerator.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/StringArrayPropertyEditor.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/support/AbstractAutowireCapableBeanFactory.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/GenericBeanDefinition.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/AbstractBeanDefinitionParser.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/ManagedSet.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/NoSuchBeanDefinitionException.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/PropertyValues.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/PropertyEditorRegistry.java
*
/spring-beans-6-2-9-sources-jar/org/springframework/beans/support/PropertyComparator.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/BeanDefinition.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/AbstractNestablePropertyAccessor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/BeanPostProcessor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/DefaultSingletonBeanRegistry.java

* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanFactoryExtensions.kt
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/annotation/Value.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/aot/BeanRegistrationCodeFragmentsDecorator.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/AutowiredArgumentsCodeGenerator.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/UnsatisfiedDependencyException.java
*
/spring-beans-6-2-9-sources-jar/org/springframework/beans/PropertyDescriptorUtils.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/DefaultNamespaceHandlerResolver.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/YamlPropertiesFactoryBean.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/groovy/GroovyBeanDefinitionReader.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/wiring/ClassNameBeanWiringInfoResolver.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/propertyeditors/CustomMapEditor.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/PropertyOverrideConfigurer.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/annotation/Qualifier.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/config/ConstructorArgumentValues.java
* /spring-beans-6-2-9-sources-
jar/org/springframework/beans/factory/annotation/QualifierAnnotationAutowireCandidateResolver.java
*
/spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/parsing/DefaultsDefinition.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/aot/CodeWarnings.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/xml/BeanDefinitionParserDelegate.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/CachedIntrospectionResults.java
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* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/support/BeanDefinitionReaderUtils.java
* /spring-beans-6-2-9-sources-jar/org/springframework/beans/factory/BeanClassLoaderAware.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/target/PoolingConfig.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/AspectJExpressionPointcutAdvisor.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/AspectJExpressionPointcut.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/AopInfrastructureBean.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/TargetClassAware.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/RootClassFilter.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/IntroductionAwareMethodMatcher.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/AopInvocationException.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/AbstractAdvisingBeanPostProcessor.java
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/spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/autoproxy/AutoProxyUtils.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/TruePointcut.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/MethodInvocationProceedingJoinPoint.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/autoproxy/BeanNameAutoProxyCreator.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/IntroductionInterceptor.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/InstantiationModelAwarePointcutAdvisor.java
* /spring-aop-6-2-9-sources-
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/InterceptorAndDynamicMethodMatcher.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/adapter/DefaultAdvisorAdapterRegistry.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/interceptor/DebugInterceptor.java
* /spring-aop-6-2-9-sources-jar/org/aopalliance/intercept/MethodInvocation.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/ProxyMethodInvocation.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/DynamicMethodMatcherPointcut.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/config/AopConfigUtils.java
* /spring-aop-6-2-9-sources-jar/org/aopalliance/aop/AspectException.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/IntroductionAdvisor.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/DeclareParentsAdvisor.java
* /spring-aop-6-2-9-sources-jar/org/aopalliance/aop/Advice.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/AbstractExpressionPointcut.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/target/PrototypeTargetSource.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/annotation/AnnotationClassFilter.java
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* /spring-aop-6-2-9-sources-
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/NameMatchMethodPointcutAdvisor.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/AspectJPrecedenceInformation.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/SpringProxy.java
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* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/adapter/AfterReturningAdviceInterceptor.java
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* /spring-aop-6-2-9-sources-jar/org/aopalliance/intercept/Joinpoint.java
* /spring-aop-6-2-9-sources-
jar/org/springframework/aop/aspectj/annotation/SimpleMetadataAwareAspectInstanceFactory.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/target/AbstractLazyCreationTargetSource.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/ControlFlowPointcut.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/MethodMatchers.java

* /spring-aop-6-2-9-sources-jar/org/springframework/aop/target/ThreadLocalTargetSourceStats.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/DefaultAopProxyFactory.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/DefaultPointcutAdvisor.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/annotation/AspectJBeanFactoryInitializationAotProcessor.java
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/spring-aop-6-2-9-sources-jar/org/springframework/aop/interceptor/SimpleTraceInterceptor.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/target/EmptyTargetSource.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/config/SimpleBeanFactoryAwareAspectInstanceFactory.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/TargetSource.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/config/AdvisorComponentDefinition.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/config/ConfigBeanDefinitionParser.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/annotation/AnnotationMethodMatcher.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/AbstractBeanFactoryPointcutAdvisor.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/TypePatternClassFilter.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/scope/ScopedProxyBeanRegistrationAotProcessor.java
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/spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/adapter/MethodBeforeAdviceInterceptor.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/autoproxy/BeanFactoryAdvisorRetrievalHelper.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/config/AspectEntry.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/interceptor/AsyncUncaughtExceptionHandler.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/config/AopNamespaceUtils.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/AopProxyUtils.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/AspectJAfterReturningAdvice.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/RegexpMethodPointcutAdvisor.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/AbstractSingletonProxyFactoryBean.java
* /spring-aop-6-2-9-sources-jar/org/aopalliance/intercept/Interceptor.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/ReflectiveMethodInvocation.java
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/spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/annotation/AspectJProxyFactory.java
* /spring-aop-6-2-9-sources-jar/org/aopalliance/intercept/Invocation.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/SingletonAspectInstanceFactory.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/ProxyFactory.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/RuntimeTestWalker.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/autoproxy/AspectJAwareAdvisorAutoProxyCreator.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/AspectInstanceFactory.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/annotation/BeanFactoryAspectJAdvisorsBuilder.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/target/dynamic/Refreshable.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/ProxyConfig.java
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/spring-aop-6-2-9-sources-jar/org/springframework/aop/aspectj/annotation/LazySingletonAspectInstanceFactoryDecorator.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/framework/AdvisorChainFactory.java
* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/AbstractPointcutAdvisor.java

* /spring-aop-6-2-9-sources-jar/org/springframework/aop/support/AbstractRegexpMethodPointcut.java
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1.802 jetty-xml 11.0.24

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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/WinspoolUtil.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/LMAccess.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/DsGetDC.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Secur32Util.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/ShlObj.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/ShellAPI.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Advapi32Util.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Winspool.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/BaseTSD.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/NTSecApi.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Netapi32.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Ole32.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Win32Exception.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Crypt32.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/WinDef.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/WinReg.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/WinBase.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/LMCons.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/SspiUtil.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/NtDllUtil.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Wdm.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Crypt32Util.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/WinUser.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/NtDll.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/WinGDI.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Ole32Util.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Secur32.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Netapi32Util.java
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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Shlwapi.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Variant.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/KnownFolders.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/VerRsrc.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Version.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Winioctl.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/OaIdl.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IShellFolder.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Tlhelp32.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/DdemlUtil.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Msi.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IEnumIDList.java
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*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Winsock2.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/ShTypes.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IEnumVariant.java
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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/linux/Udev.java
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 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/linux/LibRT.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/unix/aix/SharedObjectLoader.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/unix/LibCUtil.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/unix/aix/Perfstat.java
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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/mac/DiskArbitration.java
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/**
   * <code>
   BOOL WINAPI CreateProcessWithLogonW(
   _In_   LPCWSTR lpUsername,

```
  _In_opt_    LPCWSTR lpDomain,
  _In_        LPCWSTR lpPassword,
  _In_        DWORD dwLogonFlags,
   _In_opt_    LPCWSTR lpApplicationName,
  _Inout_opt_  LPWSTR lpCommandLine,
  _In_        DWORD dwCreationFlags,
  _In_opt_    LPVOID lpEnvironment,
  _In_opt_    LPCWSTR lpCurrentDirectory,
  _In_        LPSTARTUPINFOW lpStartupInfo,
  _Out_       LPPROCESS_INFORMATION lpProcessInfo
  );
  * </code>
  *
  * @param lpUsername
  *          [in]<br>
  *          The name of the user. This is the name of the user account to
  *          log on to. <br>
  *          If you use the UPN format, user@DNS_domain_name, the lpDomain
  *          parameter must be NULL.<br>
  *          The user account must have the Log On Locally permission on
  *          the local computer. <br>
  *          This permission is granted to all users on workstations and
  *          servers, but only to administrators on domain controllers.
  * @param lpDomain
  *          [in, optional]<br>
  *
The name of the domain or server whose account database
  *          contains the lpUsername account. <br>
  *          If this parameter is NULL, the user name must be specified in
  *          UPN format.
  * @param lpPassword
  *          [in]<br>
  *          The clear-text password for the lpUsername account.
  * @param dwLogonFlags
  *          [in]<br>
  *          The logon option. This parameter can be 0 (zero) or one of the
  *          following values. <br>
  *          LOGON_WITH_PROFILE: 0x00000001<br>
  *          Log on, then load the user profile in the HKEY_USERS registry
  *          key.<br>
  *          The function returns after the profile is loaded. <br>
  *          Loading the profile can be time-consuming, so it is best to
  *          use this value only if you must access the information in the
  *          HKEY_CURRENT_USER registry key.<br>
  *          Windows Server 2003:
The profile is unloaded after the new
  *          process is terminated, whether or not it has created child
  *          processes.<br>
```

```
     *          Windows XP: The profile is unloaded after the new process and
     *          all child processes it has created are terminated.<br>
     *          <br>
     *          LOGON_NETCREDENTIALS_ONLY: 0x00000002<br>
     *          Log on, but use the specified credentials on the network only.
     *          <br>
     *          The new process uses the same token as the caller, but the
     *          system creates a new logon session within LSA, and the process
     *          uses the specified credentials as the default credentials.
     *          <br>
     *          This value can be used to create a process that uses a
     *          different set of credentials locally than it does remotely.
     *          <br>
     *          This is useful in inter-domain scenarios where there is no
      *          trust relationship.<br>
     *          The system does not validate the specified credentials.<br>
     *          Therefore, the process can start, but it may not have access
     *          to network resources.
     * @param lpApplicationName
     *          [in, optional]<br>
     *          The name of the module to be executed. This module can be a
     *          Windows-based application.<br>
     *          It can be some other type of module (for example, MS-DOS or
     *          OS/2) if the appropriate subsystem is available on the local
     *          computer. The string can specify the full path and file name
     *          of the module to execute or it can specify a partial name.
     *          <br>
     *          If it is a partial name, the function uses the current drive
     *          and current directory to complete the specification. <br>
     *          The function does not use the search path. This parameter
    must
     *          include the file name extension; no default extension is
     *          assumed. The lpApplicationName parameter can be NULL, and the
     *          module name must be the first white space-delimited token in
     *          the lpCommandLine string.<br>
     *          If you are using a long file name that contains a space, use
     *          quoted strings to indicate where the file name ends and the
     *          arguments begin; otherwise, the file name is ambiguous. For
     *          example, the following string can be interpreted in different
     *          ways:<br>
     *          "c:\program files\sub dir\program name"<br>
     *          The system tries to interpret the possibilities in the
     *          following order:<br>
     *          <br>
     *          c:\program.exe files\sub dir\program name<br>
     *          c:\program files\sub.exe dir\program name<br>
     *          c:\program files\sub dir\program.exe
```

```
name<br>
     *          c:\program files\sub dir\program name.exe<br>
     *          <br>
     *          If the executable module is a 16-bit application,
     *          lpApplicationName should be NULL, and the string pointed to by
     *          lpCommandLine should specify the executable module and its
     *          arguments.
     * @param lpCommandLine
     *          [in, out, optional]<br>
     *          The command line to be executed. The maximum length of this
     *          string is 1024 characters. <br>
     *          If lpApplicationName is NULL, the module name portion of
     *          lpCommandLine is limited to MAX_PATH characters.<br>
     *          The function can modify the contents of this string. <br>
     *          Therefore, this parameter cannot be a pointer to read-only
     *          memory (such as a const variable or a literal string).<br>
     *          If this parameter is a constant string, the
function may cause
     *          an access violation.<br>
     *          The lpCommandLine parameter can be NULL, and the function uses
     *          the string pointed to by lpApplicationNameas the command line.
     *          <br>
     *          <br>
     *          If both lpApplicationName and lpCommandLine are non-NULL,
     *          *lpApplicationName specifies the module to execute, and
     *          *lpCommandLine specifies the command line.<br>
     *          The new process can use GetCommandLine to retrieve the entire
     *          command line.<br>
     *          Console processes written in C can use the argc and argv
     *          arguments to parse the command line. <br>
     *          Because argv[0] is the module name, C programmers typically
     *          repeat the module name as the first token in the command line.
     *          <br>
     *          If lpApplicationName is NULL, the first white space-delimited

     *          token of the command line specifies the module name.<br>
     *          If you are using a long file name that contains a space, use
     *          quoted strings to indicate where the file name ends and the
     *          arguments begin (see the explanation for the lpApplicationName
     *          parameter). If the file name does not contain an extension,
     *          .exe is appended. Therefore, if the file name extension is
     *          .com, this parameter must include the .com extension. If the
     *          file name ends in a period with no extension, or if the file
     *          name contains a path, .exe is not appended. If the file name
     *          does not contain a directory path, the system searches for the
     *          executable file in the following sequence:<br>
     *          <br>
     *          1. The directory from which the application loaded.<br>
```

```
   *          2. The current directory for the parent
process.<br>
   *          3. The 32-bit Windows system directory. Use the
   *          GetSystemDirectory function to get the path of this directory.
   *          <br>
   *          4. The 16-bit Windows system directory. There is no function
   *          that obtains the path of this directory, but it is searched.
   *          <br>
   *          5. The Windows directory. Use the GetWindowsDirectory function
   *          to get the path of this directory.<br>
   *          6. The directories that are listed in the PATH environment
   *          variable. Note that this function does not search the
   *          per-application path specified by the App Paths registry key.
   *          To include this per-application path in the search sequence,
   *          use the ShellExecute function.<br>
   *          <br>
   *          The system adds a null character to the command line string to
   *          separate the
file name from the arguments. This divides the
   *          original string into two strings for internal processing.<br>
   * @param dwCreationFlags
   *          The flags that control how the process is created. <br>
   *          The CREATE_DEFAULT_ERROR_MODE, CREATE_NEW_CONSOLE, and
   *          CREATE_NEW_PROCESS_GROUP flags are enabled by default. <br>
   *          Even if you do not set the flag, the system functions as if it
   *          were set. You can specify additional flags as noted.<br>
   *          <br>
   *          CREATE_DEFAULT_ERROR_MODE: 0x04000000<br>
   *          The new process does not inherit the error mode of the calling
   *          process. <br>
   *          Instead, CreateProcessWithLogonW gives the new process the
   *          current default error mode. <br>
   *          An application sets the current default error mode by calling
   *          SetErrorMode. This flag is enabled by
default.<br>
   *          <br>
   *          CREATE_NEW_CONSOLE: 0x00000010<br>
   *          The new process has a new console, instead of inheriting the
   *          parent's console. This flag cannot be used with the
   *          DETACHED_PROCESS flag.<br>
   *          This flag is enabled by default.<br>
   *          <br>
   *          CREATE_NEW_PROCESS_GROUP: 0x00000200<br>
   *          The new process is the root process of a new process group.
   *          <br>
   *          The process group includes all processes that are descendants
   *          of this root process.<br>
   *          The process identifier of the new process group is the same as
```

```
     *          the process identifier, which is returned in the lpProcessInfo
     *          parameter.<br>
     *          Process groups are used by the GenerateConsoleCtrlEvent
     *          function to enable sending a CTRL+C or CTRL+BREAK signal to a
     *
          group of console processes.<br>
     *          This flag is enabled by default.<br>
     *          <br>
     *          CREATE_SEPARATE_WOW_VDM: 0x00000800<br>
     *          This flag is only valid starting a 16-bit Windows-based
     *          application.<br>
     *          If set, the new process runs in a private Virtual DOS Machine
     *          (VDM).<br>
     *          By default, all 16-bit Windows-based applications run in a
     *          single, shared VDM.<br>
     *          The advantage of running separately is that a crash only
     *          terminates the single VDM; any other programs running in
     *          distinct VDMs continue to function normally.<br>
     *          Also, 16-bit Windows-based applications that run in separate
     *          VDMs have separate input queues, which means that if one
     *          application stops responding momentarily, applications in
     *          separate VDMs continue
    to receive input. <br>
     *          CREATE_SUSPENDED: 0x00000004<br>
     *          The primary thread of the new process is created in a
     *          suspended state, and does not run until the ResumeThread
     *          function is called.<br>
     *          <br>
     *          CREATE_UNICODE_ENVIRONMENT: 0x00000400<br>
     *          Indicates the format of the lpEnvironment parameter.<br>
     *          If this flag is set, the environment block pointed to by
     *          lpEnvironment uses Unicode characters. <br>
     *          Otherwise, the environment block uses ANSI characters. <br>
     *          EXTENDED_STARTUPINFO_PRESENT: 0x00080000<br>
     *          The process is created with extended startup information; the
     *          lpStartupInfo parameter specifies a STARTUPINFOEX structure.
     *          <br>
     *          Windows Server 2003 and Windows XP: This value is not
     *          supported.<br>
     * @param
    lpEnvironment
     *          [in, optional]<br>
     *          A pointer to an environment block for the new process.<br>
     *          If this parameter is NULL, the new process uses an environment
     *          created from the profile of the user specified by lpUsername.
     *          An environment block consists of a null-terminated block of
     *          null-terminated strings.<br>
     *          Each string is in the following form:<br>
```

```
     *          name=value<br>
     *          Because the equal sign (=) is used as a separator, it must not
     *          be used in the name of an environment variable.<br>
     *          An environment block can contain Unicode or ANSI characters.
     *          <br>
     *          If the environment block pointed to by lpEnvironment contains
     *          Unicode characters, ensure that dwCreationFlags includes
     *          CREATE_UNICODE_ENVIRONMENT.<br>
     *          If this parameter
    is NULL and the environment block of the
     *          parent process contains Unicode characters, you must also
     *          ensure that dwCreationFlags includes
     *          CREATE_UNICODE_ENVIRONMENT.<br>
     *          An ANSI environment block is terminated by two 0 (zero) bytes:
     *          one for the last string and one more to terminate the block.
     *          <br>
     *          A Unicode environment block is terminated by four zero bytes:
     *          two for the last string and two more to terminate the block.
     *          <br>
     *          To retrieve a copy of the environment block for a specific
     *          user, use the CreateEnvironmentBlock function.<br>
     * @param lpCurrentDirectory
     *          [in, optional]<br>
     *          The full path to the current directory for the process.<br>
     *          The string can also specify a UNC path.<br>
     *          If this parameter is NULL, the new
    process has the same
     *          current drive and directory as the calling process.<br>
     *          This feature is provided primarily for shells that need to
     *          start an application, and specify its initial drive and
     *          working directory.<br>
     * @param lpStartupInfo
     *          [in]<br>
     *          A pointer to a STARTUPINFO or STARTUPINFOEX structure. <br>
     *          The application must add permission for the specified user
     *          account to the specified window station and desktop, even for
     *          WinSta0\Default.<br>
     *          If the lpDesktop member is NULL or an empty string, the new
     *          process inherits the desktop and window station of its parent
     *          process.<br>
     *          The application must add permission for the specified user
     *          account to the inherited window station and desktop.<br>
     *          Windows XP: CreateProcessWithLogonW
    adds permission for the
     *          specified user account to the inherited window station and
     *          desktop.<br>
     *          Handles in STARTUPINFO or STARTUPINFOEX must be closed with
     *          CloseHandle when they are no longer needed.<br>
```

```
   *          Important If the dwFlags member of the STARTUPINFO structure
   *          specifies STARTF_USESTDHANDLES, the standard handle fields are
   *          copied unchanged to the child process without validation.<br>
   *          The caller is responsible for ensuring that these fields
   *          contain valid handle values. Incorrect values can cause the
   *          child process to misbehave or crash.<br>
   *          Use the Application Verifier runtime verification tool to
   *          detect invalid handles.
   * @param lpProcessInfo
   *          [out]<br>
   *          A pointer to a PROCESS_INFORMATION structure that receives
   *
         identification information for the new process, including a
   *          handle to the process.<br>
   *          Handles in PROCESS_INFORMATION must be closed with the
   *          CloseHandle function when they are not needed.<br>
   * @return If the function succeeds, the return value is nonzero.<br>
   *        If the function fails, the return value is 0 (zero).<br>
   *        To get extended error information, call GetLastError.<br>
   *        Note that the function returns before the process has finished
   *        initialization.<br>
   *        If a required DLL cannot be located or fails to initialize, the
   *        process is terminated.<br>
   *        To get the termination status of a process, call
   *        GetExitCodeProcess.
   * @see <a href="http://msdn.microsoft.com/en-
us/library/windows/desktop/ms682431%28v=vs.85%29.aspx">MSDN</a>
   */
```

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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/OpenGL32.java
*
/jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Rasapi32.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/GL.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/OpenGL32Util.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/wince/CoreDLL.java

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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/KeyboardUtils.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/unix/X11.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/FileMonitor.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/FileUtils.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/NTStatus.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/dnd/DropTargetPainter.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/GDI32.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/WinNT.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/dnd/DropHandler.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Wincon.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/dnd/GhostedDragImage.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/W32FileMonitor.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/LMErr.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/W32FileUtils.java
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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbPropertyPutStub.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbFunctionDispId.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/COMInvoker.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/TypeLibUtil.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbCmdlineArgs.java
* /jna-platform-5-17-0-sources-
jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbParameterNotFoundException.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbPropertyGet.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbDispInterface.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/TypeInfoUtil.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbPropertyPut.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/COMUtils.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbAbstractMethod.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbCoClass.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/TlbImp.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbConst.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbBase.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbFunctionStub.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbFunctionVTable.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbEnum.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbPropertyGetStub.java
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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/AccCtrl.java

*
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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/EnumConverter.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Dxva2.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/LowLevelMonitorConfigurationAPI.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/FlagEnum.java
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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/ITypeInfo.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/Unknown.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/RecordInfo.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/Dispatch.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/COMBindingBaseObject.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/TypeLib.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/COMEarlyBindingObject.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/TypeComp.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/ITypeLib.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/COMLateBindingObject.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IDispatch.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/TypeInfo.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IUnknown.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IRecordInfo.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/COMException.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/ITypeComp.java
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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/Wininet.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/VersionUtil.java
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 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/EnumMoniker.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/IComEventCallbackCookie.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IRunningObjectTable.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/ComEventCallbackCookie.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/ComThread.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IPersist.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/IComEventCallbackListener.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/IUnknown.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/DispatchVTable.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/Moniker.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/annotation/ComProperty.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/DispatchListener.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/UnknownVTable.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/ObjectFactory.java

* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/annotation/ComInterface.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IPersistStream.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/IRawDispatchHandle.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/ProxyObject.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/Convert.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/CallbackProxy.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/annotation/ComEventCallback.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/EnumMoniker.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/IComEnum.java
*
 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/ConnectionPointContainer.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/AbstractComEventCallbackListener.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IUnknownCallback.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/ConnectionPoint.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/IRunningObjectTable.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IMoniker.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IDispatchCallback.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/IConnectionPointContainer.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/annotation/ComObject.java
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 /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/IConnectionPoint.java
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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/RunningObjectTable.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/UnknownListener.java
* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/win32/COM/util/IConnectionPoint.java
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/**
   * Sets or retrieves power information.
   * <p>
   * Changes made to the current system power policy using
   * {@link #CallNtPowerInformation} are immediate, but they are not
   * persistent;
 that is, the changes are not stored as part of a power
   * scheme. Any changes to system power policy made with
   * {@link #CallNtPowerInformation} may be overwritten by changes to a
   * policy scheme made by the user in the Power Options control panel
   * program, or by subsequent calls to {@code WritePwrScheme},
   * {@code SetActivePwrScheme}, or other power scheme functions.

```
     *
     * @param informationLevel
     *          The information level requested. This value indicates the
     *          specific power information to be set or retrieved. This
     *          parameter must be one of the following
     *          {@link POWER_INFORMATION_LEVEL} enumeration type values:
     *          {@link POWER_INFORMATION_LEVEL#LastSleepTime},
     *          {@link POWER_INFORMATION_LEVEL#LastWakeTime},
     *          {@link POWER_INFORMATION_LEVEL#ProcessorInformation},
     *          {@link POWER_INFORMATION_LEVEL#SystemBatteryState},
     *
        {@link POWER_INFORMATION_LEVEL#SystemExecutionState},
     *          {@link POWER_INFORMATION_LEVEL#SystemPowerCapabilities},
     *          {@link POWER_INFORMATION_LEVEL#SystemPowerInformation},
     *          {@link POWER_INFORMATION_LEVEL#SystemPowerPolicyAc},
     *          {@link POWER_INFORMATION_LEVEL#SystemPowerPolicyCurrent},
     *          {@link POWER_INFORMATION_LEVEL#SystemPowerPolicyDc}, or
     *          {@link POWER_INFORMATION_LEVEL#SystemReserveHiberFile}.
     * @param lpInputBuffer
     *          A pointer to an optional input buffer. The data type of this
     *          buffer depends on the information level requested in the
     *          {@code informationLevel} parameter.
     * @param nInputBufferSize
     *          The size of the input buffer, in bytes.
     * @param lpOutputBuffer
     *          A pointer to an optional output buffer. The data type of this
     *          buffer depends on the information level
   requested in the
     *          {@code informationLevel} parameter. If the buffer is too small
     *          to contain the information, the function returns
     *          {@link NTStatus#STATUS_BUFFER_TOO_SMALL}.
     * @param nOutputBufferSize
     *          The size of the output buffer, in bytes. Depending on the
     *          information level requested, this may be a variably sized
     *          buffer.
     * @return If the function succeeds, the return value is
     *        {@link NTStatus#STATUS_SUCCESS}. If the function fails, the
     *        return value can be one the following status codes:
     *        {@link NTStatus#STATUS_BUFFER_TOO_SMALL} if the output buffer is
     *        of insufficient size to contain the data to be returned.
     *        {@link NTStatus#STATUS_ACCESS_DENIED} if the caller had
     *        insufficient access rights to perform the requested action.
     */
```

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* /jna-platform-5-17-0-sources-jar/com/sun/jna/platform/mac/package.html
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1.809 y18n 5.0.8

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1.811 smart-buffer 4.2.0

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1.812 typing-extensions 4.12.2

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see https://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 https://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)
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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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1.813 yallist 4.0.0

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1.814 source-map 0.6.1

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1.815 typeguard 4.3.0

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1.819 jackson-annotations 2.19.2

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* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequest.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequest.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socks/SocksInitResponseDecoder.java
*
 /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socks/SocksMessageEncoder.java
* /netty-codec-socks-4-1-123-final-sources-
jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthRequest.java
* /netty-codec-socks-4-1-123-final-sources-
jar/io/netty/handler/codec/socksx/v4/DefaultSocks4CommandRequest.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socks/SocksAuthResponse.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socks/SocksInitRequestDecoder.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socks/SocksAuthRequest.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socks/SocksResponse.java
* /netty-codec-socks-4-1-123-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponse.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socks/UnknownSocksResponse.java
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 /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/SocksMessage.java
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* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequestDecoder.java
* /netty-codec-socks-4-1-123-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5InitialResponseDecoder.java
*
 /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerEncoder.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v4/package-info.java
* /netty-codec-socks-4-1-123-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5CommandResponseDecoder.java
* /netty-codec-socks-4-1-123-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequestDecoder.java
* /netty-codec-socks-4-1-123-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequestDecoder.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5ServerEncoder.java
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* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/package-info.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4Message.java
*
 /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v5/AbstractSocks5Message.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5Message.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ClientEncoder.java
* /netty-codec-socks-4-1-123-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponseDecoder.java
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* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AddressEncoder.java
* /netty-codec-socks-4-1-123-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AddressDecoder.java

1.822 netty-handler-proxy 4.1.123.Final

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* /netty-handler-proxy-4-1-123-final-sources-jar/io/netty/handler/proxy/ProxyConnectionEvent.java
* /netty-handler-proxy-4-1-123-final-sources-jar/io/netty/handler/proxy/ProxyHandler.java
*
 /netty-handler-proxy-4-1-123-final-sources-jar/io/netty/handler/proxy/Socks4ProxyHandler.java
* /netty-handler-proxy-4-1-123-final-sources-jar/io/netty/handler/proxy/HttpProxyHandler.java
* /netty-handler-proxy-4-1-123-final-sources-jar/io/netty/handler/proxy/Socks5ProxyHandler.java
* /netty-handler-proxy-4-1-123-final-sources-jar/io/netty/handler/proxy/ProxyConnectException.java

1.823 netty-transport-native-unix-common 4.1.123.Final

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* /netty-transport-native-unix-common-4-1-123-final-sources-jar/io/netty/channel/unix/UnixChannelUtil.java
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* /netty-transport-native-unix-common-4-1-123-final-sources-
jar/io/netty/channel/unix/DatagramSocketAddress.java
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/io/netty/channel/unix/DomainSocketAddress.java
*
/netty-transport-native-unix-common-4-1-123-final-sources-
jar/io/netty/channel/unix/DomainSocketReadMode.java
* /netty-transport-native-unix-common-4-1-123-final-sources-

jar/io/netty/channel/unix/ServerDomainSocketChannel.java
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_filedescriptor.h
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_socket.c
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_errors.c
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_filedescriptor.c
* /netty-transport-native-unix-common-4-1-123-final-sources-
jar/io/netty/channel/unix/DomainSocketChannelConfig.java
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/io/netty/channel/unix/DomainSocketChannel.java
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/io/netty/channel/unix/Errors.java
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/io/netty/channel/unix/UnixChannel.java
*
/netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_socket.h
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/io/netty/channel/unix/NativeInetAddress.java
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_errors.h
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* /netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_buffer.c
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* /netty-transport-native-unix-common-4-1-123-final-sources-jar/io/netty/channel/unix/DomainDatagramChannelConfig.java
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* /netty-transport-native-unix-common-4-1-123-final-sources-jar/io/netty/channel/unix/Unix.java
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* /netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_limits.c
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_util.c
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/netty_unix_util.h
* /netty-transport-native-unix-common-4-1-123-final-sources-jar/io/netty/channel/unix/LimitsStaticallyReferencedJniMethods.java

1.824 netty-codec 4.1.123.Final

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/**

* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
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* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java
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 /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/ZstdEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Zstd.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Brotli.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/BrotliEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/GzipOptions.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/BrotliOptions.java
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* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/Headers.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/EmptyHeaders.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/DefaultHeaders.java
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* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
*
 /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/bytes/package-info.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/DecoderResult.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Snappy.java
*
 /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/Delimiters.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoder.java
*
 /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/DecompressionException.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/string/package-info.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/DecoderException.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
*

/netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/CodecException.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/base64/package-info.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/package-info.java
*
/netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
*
/netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/package-info.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/EncoderException.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/ReplayingDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/CompressionException.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/TooLongFrameException.java
*
/netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
*
/netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java

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* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/SnappyOptions.java
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* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
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* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /netty-codec-4-1-123-final-sources-
jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/json/JsonObjectDecoder.java
*
 /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/FastLz.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/MessageAggregationException.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/DecoderResultProvider.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
*
 /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/LzfDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2Rand.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Crc32.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/json/package-info.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2Encoder.java
*
 /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java

* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
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*/
/**
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="https://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
 * The encoding and decoding algorithm in this class has been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/
```

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* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java
*
 /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /netty-codec-4-1-123-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/HeadersUtils.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
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* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java
*

/netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/DateFormatter.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/compression/CompressionUtil.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/CodecOutputList.java
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java
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* under the License.
*/
/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
*

```
 <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD".  By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field.  Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content
 |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>.  In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
 * </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
```

```
*     represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples.  However, in some protocols, the
* length field represents the length of the whole message, including the
* message header.  In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>.  Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   =  0
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip =  0
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual
 Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example.  An extra
* header value is prepended to the message.  <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
|  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body.  You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
```

```
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                 AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO,
 WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field</h3>
*
* This is a combination of all the examples above.  There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>.  We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame.  If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 +
 LEN)
*
* BEFORE DECODE (16 bytes)                 AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field, the length field
*     represents the length of the whole message</h3>
*
* Let's give another twist to the previous example.  The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
```

```
* because
 the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   =  1
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b> 3</b>
*
* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
* @see LengthFieldPrepender
*/
```

Found in path(s):
* /netty-codec-4-1-123-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

1.825 netty-transport 4.1.123.Final

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*/
/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its {@link ChannelPipeline}.
*
* <h3>Sub-types</h3>
* <p>
* {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
subtypes:
* <ul>
* <li>{@link
 ChannelInboundHandler} to handle inbound I/O events, and</li>
* <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
* </ul>
* </p>
* <p>
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
* </ul>
* </p>
* <p>
* For more information, please refer to the documentation of each subtype.
* </p>
*
* <h3>The context object</h3>
* <p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object.  A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object.  Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically,
 or store the information
* (using {@link AttributeKey}s) which is specific to the handler.
```

```
*
* <h3>State management</h3>
*
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*
*     <b>private boolean loggedIn;</b>
*
*     {@code @Override}
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*
 }
*     }
*     ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where an unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See {@link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
*
* </pre>
*
* <h4>Using {@link AttributeKey}s</h4>
```

```
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {@link AttributeKey}s which is provided by
* {@link ChannelHandlerContext}:
 * <pre>
* public interface Message {
*     // your methods here
* }
*
* {@code @Sharable}
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*     private final {@link AttributeKey}&lt;{@link Boolean}&gt; auth =
*           {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
*     {@code @Override}
*     public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*         {@link Attribute}&lt;{@link Boolean}&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             <b>attr.set(true)</b>;
*         } else (message instanceof GetDataMessage) {
*             if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*     }
*     ...
* }
* </pre>
* Now that the
 state of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* }
* </pre>
*
*
```

```
* <h4>The {@code @Sharable} annotation</h4>
* <p>
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
 a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the {@link ChannelHandler}, and
* {@link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a  pipeline,  and how to handle
* the operation in your application.
*/
```

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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelHandler.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ExtendedClosedChannelException.java

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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/MessageSizeEstimator.java
*
 /netty-transport-4-1-123-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/AddressedEnvelope.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ConnectTimeoutException.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/bootstrap/ChannelFactory.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/group/ChannelMatcher.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelId.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelProgressiveFuture.java
*
 /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelProgressiveFutureListener.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelOutboundBuffer.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/DefaultChannelId.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/DefaultChannelProgressivePromise.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/DefaultAddressedEnvelope.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/group/ChannelGroupException.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/group/ChannelGroup.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java

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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/pool/package-info.java
*
/netty-transport-4-1-123-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/pool/ChannelPoolHandler.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/DefaultMaxBytesRecvByteBufAllocator.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/pool/ChannelHealthChecker.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelInboundInvoker.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/DefaultSelectStrategyFactory.java
*
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/group/VoidChannelGroupFuture.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/DefaultSelectStrategy.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/bootstrap/ServerBootstrapConfig.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/SelectStrategyFactory.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/SelectStrategy.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/WriteBufferWaterMark.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
*
 /netty-transport-4-1-123-final-sources-jar/io/netty/channel/PendingBytesTracker.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/internal/ChannelUtils.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/bootstrap/FailedChannel.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/internal/package-info.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
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 /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelConfig.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelPipelineException.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/local/LocalEventLoopGroup.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/nio/AbstractNioByteChannel.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/MultithreadEventLoopGroup.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannelConfig.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/InternetProtocolFamily.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/local/LocalChannel.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/DefaultChannelPipeline.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/ChannelMetadata.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannel.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/nio/ProtocolFamilyConverter.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/oio/package-info.java
* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/EventLoop.java
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* /netty-transport-4-1-123-final-sources-jar/io/netty/channel/socket/nio/NioDomainSocketChannel.java

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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdySynReplyFrame.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaders.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeadersFrame.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrame.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/FullHttpRequest.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySynReplyFrame.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyStreamStatus.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeaders.java
*
/netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/cors/package-info.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/ComposedLastHttpContent.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyPingFrame.java
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 /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/TooLongHttpLineException.java
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 /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpResponseDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpHeaders.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpContentEncoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/multipart/DefaultHttpDataFactory.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/multipart/DiskAttribute.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/QueryStringDecoder.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySettingsFrame.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/DefaultHttpHeaders.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/multipart/MixedFileUpload.java

* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/TextWebSocketFrame.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket13FrameEncoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket08FrameEncoder.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/DefaultHttpHeadersFactory.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpHeadersFactory.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpDecoderConfig.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket00FrameDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/CloseWebSocketFrame.java
*
 /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker07.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketCloseStatus.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/CorruptedWebSocketFrameException.java

* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker08.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolConfig.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker13.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshakerFactory.java
*
/netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolConfig.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolHandshakeHandler.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketDecoderConfig.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker00.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilter.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilterProvider.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpServerUpgradeHandler.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/ServerCookieEncoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandler.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionEncoder.java
*
 /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtension.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateFrameClientExtensionHandshaker.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/package-info.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/WebSocketServerCompressionHandler.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/Utf8FrameValidator.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateClientExtensionHandshaker.java
*
 /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtension.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpHeadersEncoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/package-info.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpStatusClass.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtensionHandler.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateFrameServerExtensionHandshaker.java
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 /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpMessageUtil.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateEncoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateEncoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionData.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtension.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaderValues.java

* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionUtil.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/WebSocketClientCompressionHandler.java
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/netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerFrameDeflateEncoder.java
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* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpHeaderValues.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerFrameDeflateDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/ClientCookieEncoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameEncoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyProtocolException.java
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/netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameDecoderDelegate.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawDecoder.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtensionHandshaker.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpChunkedInput.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateServerExtensionHandshaker.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaderNames.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandshaker.java
* /netty-codec-http-4-1-123-final-sources-jar/io/netty/handler/codec/http/HttpHeaderNames.java

1.827 netty 4.1.123.Final

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Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.all
Built-By: runner
Bnd-LastModified: 1752571425219
Specification-Title: Netty/All-in-One
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version=

"[1.0,2)";resolution:=optional
Bundle-Name: Netty/All-in-One
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/All-in-One
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.all
Implementation-Version: 4.1.123.Final
Specification-Vendor: The Netty Project
Bundle-ManifestVersion: 2
Bundle-Vendor:
 The Netty Project
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: The Netty Project
Bundle-Version: 4.1.123.Final
Created-By: Apache Maven Bundle Plugin 5.1.8
Build-Jdk: 1.8.0_452
Specification-Version: 4.1
Implementation-URL: https://netty.io/netty-all/

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1.828 netty-handler 4.1.123.Final

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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRule.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslSessionStats.java
*
 /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ipfilter/UniqueIpFilter.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JdkAlpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/IdentityCipherSuiteFilter.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JdkBaseApplicationProtocolNegotiator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ipfilter/package-info.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JettyAlpnSslEngine.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslDefaultApplicationProtocolNegotiator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ipfilter/AbstractRemoteAddressFilter.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslServerContext.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JdkSslContext.java
*
 /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslApplicationProtocolNegotiator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslContext.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/SslContext.java

* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/BouncyCastleSelfSignedCertGenerator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JdkDefaultApplicationProtocolNegotiator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/SniHandler.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/LazyX509Certificate.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslServerSessionContext.java
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 /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JdkSslServerContext.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JdkApplicationProtocolNegotiator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JdkSslEngine.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ipfilter/RuleBasedIpFilter.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/CipherSuiteFilter.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JettyNpnSslEngine.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolUtil.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslClientContext.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ipfilter/IpFilterRuleType.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/SupportedCipherSuiteFilter.java
*
 /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/SimpleTrustManagerFactory.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/Java7SslParametersUtils.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/CipherSuiteConverter.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolConfig.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslNpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ipfilter/IpFilterRule.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslEngine.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactory.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/SslProvider.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/SslUtils.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JdkNpnApplicationProtocolNegotiator.java
*
 /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/PemReader.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslEngineMap.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/JdkSslClientContext.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/KeyManagerFactoryWrapper.java
*
 /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/TrustManagerFactoryWrapper.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/address/DynamicAddressConnectHandler.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/SimpleKeyManagerFactory.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/PseudoRandomFunction.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
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 /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslInternalSession.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java

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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslSession.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/flush/FlushConsolidationHandler.java
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 /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/Java8SslUtils.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateException.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/DelegatingSslContext.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/flow/package-info.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java

* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/PemEncoded.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/PemValue.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/pcap/EthernetPacket.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/pcap/TCPPacket.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/pcap/IPPacket.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslSessionCache.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/OpenSslSessionId.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/SslContextOption.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/SslHandler.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/timeout/IdleState.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/logging/package-info.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/stream/package-info.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/timeout/WriteTimeoutException.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/stream/ChunkedNioFile.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/NotSslRecordException.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/logging/LogLevel.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/timeout/IdleStateEvent.java
*
 /netty-handler-4-1-123-final-sources-jar/io/netty/handler/stream/ChunkedWriteHandler.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/timeout/IdleStateHandler.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/timeout/TimeoutException.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/logging/LoggingHandler.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/timeout/ReadTimeoutHandler.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/ssl/package-info.java
* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/stream/ChunkedStream.java
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* /netty-handler-4-1-123-final-sources-jar/io/netty/handler/traffic/AbstractTrafficShapingHandler.java

1.829 netty-resolver 4.1.123.Final

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* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/package-info.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/NoopAddressResolver.java

* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/NameResolver.java
*
 /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/SimpleNameResolver.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/AddressResolverGroup.java
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* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/InetNameResolver.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/DefaultAddressResolverGroup.java
*

/netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/DefaultNameResolver.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/DefaultHostsFileEntriesResolver.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/CompositeNameResolver.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/HostsFileParser.java
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* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/ResolvedAddressTypes.java
* /netty-resolver-4-1-123-final-sources-jar/io/netty/resolver/HostsFileEntries.java

1.830 pipewire-libs 1.4.7-r0

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```
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#ifndef PIPEWIRE_PERMISSION_H
#define PIPEWIRE_PERMISSION_H

#ifdef __cplusplus
extern "C" {
#endif

#include <spa/utils/defs.h>

/** \defgroup pw_permission Permission
*
* Permissions are kept for a client and describe what the client is
* allowed to do with an object.
*
* See \ref page_core_api
*/

/**
* \addtogroup pw_permission
* \{
*/

#define PW_PERM_R 0400 /**< object can be seen and events can be received */
#define PW_PERM_W 0200 /**< methods can be called that modify the object */
#define PW_PERM_X 0100 /**< methods can be called on the object. The W flag must be
     *  present in order to call methods that modify the object. */
#define PW_PERM_M 0010 /**< metadata can be set on object, Since 0.3.9 */
#define PW_PERM_L 0020 /**< a link can be made between a node that doesn't have
     *  permission to see the other node, Since 0.3.77 */
```

```
#define PW_PERM_RW (PW_PERM_R|PW_PERM_W)
#define
 PW_PERM_RWX (PW_PERM_RW|PW_PERM_X)
#define PW_PERM_RWXM (PW_PERM_RWX|PW_PERM_M)
#define PW_PERM_RWXML (PW_PERM_RWXM|PW_PERM_L)

#define PW_PERM_IS_R(p) (((p)&PW_PERM_R) == PW_PERM_R)
#define PW_PERM_IS_W(p) (((p)&PW_PERM_W) == PW_PERM_W)
#define PW_PERM_IS_X(p) (((p)&PW_PERM_X) == PW_PERM_X)
#define PW_PERM_IS_M(p) (((p)&PW_PERM_M) == PW_PERM_M)
#define PW_PERM_IS_L(p) (((p)&PW_PERM_L) == PW_PERM_L)

#define PW_PERM_ALL PW_PERM_RWXM
#define PW_PERM_INVALID (uint32_t)(0xffffffff)

struct pw_permission {
 uint32_t id;  /**< id of object, PW_ID_ANY for default permission */
 uint32_t permissions; /**< bitmask of above permissions */
};

#define PW_PERMISSION_INIT(id,p) ((struct pw_permission){ (id), (p) })

#define PW_PERMISSION_FORMAT "%c%c%c%c%c"
#define PW_PERMISSION_ARGS(permission)  \
 (permission) & PW_PERM_R ? 'r' : '-', \
 (permission) & PW_PERM_W ? 'w' : '-', \
 (permission) & PW_PERM_X ? 'x' : '-', \
 (permission) & PW_PERM_M ? 'm' : '-', \
 (permission)
 & PW_PERM_L ? 'l' : '-'

/**
* \}
*/

#ifdef __cplusplus
}
#endif

#endif /* PIPEWIRE_PERMISSION_H */
```

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1.831 pipewire 1.4.7-r0

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 libjackserver.so which links against the GPL2 jack/control.h, which
        makes it GPL2
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#ifndef PIPEWIRE_PERMISSION_H
#define PIPEWIRE_PERMISSION_H

#ifdef __cplusplus
extern "C" {
#endif

#include <spa/utils/defs.h>

/** \defgroup pw_permission Permission
*
* Permissions are kept for a client and describe what the client is
* allowed to do with an object.
*
* See \ref page_core_api
*/

/**
* \addtogroup pw_permission
* \{
*/

#define PW_PERM_R 0400 /**< object can be seen and events can be received */
#define PW_PERM_W 0200 /**< methods can be called that modify the object */
#define PW_PERM_X 0100 /**< methods can be called on the object. The W flag must be
     *  present in order to call methods that modify the object. */
#define PW_PERM_M 0010 /**< metadata can be set on object, Since 0.3.9 */
#define PW_PERM_L 0020 /**< a link can be made between a node that doesn't have
     *  permission to see the other node, Since 0.3.77 */
```

```
#define PW_PERM_RW (PW_PERM_R|PW_PERM_W)
#define
 PW_PERM_RWX (PW_PERM_RW|PW_PERM_X)
#define PW_PERM_RWXM (PW_PERM_RWX|PW_PERM_M)
#define PW_PERM_RWXML (PW_PERM_RWXM|PW_PERM_L)

#define PW_PERM_IS_R(p) (((p)&PW_PERM_R) == PW_PERM_R)
#define PW_PERM_IS_W(p) (((p)&PW_PERM_W) == PW_PERM_W)
#define PW_PERM_IS_X(p) (((p)&PW_PERM_X) == PW_PERM_X)
#define PW_PERM_IS_M(p) (((p)&PW_PERM_M) == PW_PERM_M)
#define PW_PERM_IS_L(p) (((p)&PW_PERM_L) == PW_PERM_L)

#define PW_PERM_ALL PW_PERM_RWXM
#define PW_PERM_INVALID (uint32_t)(0xffffffff)

struct pw_permission {
 uint32_t id;  /**< id of object, PW_ID_ANY for default permission */
 uint32_t permissions; /**< bitmask of above permissions */
};

#define PW_PERMISSION_INIT(id,p) ((struct pw_permission){ (id), (p) })

#define PW_PERMISSION_FORMAT "%c%c%c%c%c"
#define PW_PERMISSION_ARGS(permission)  \
 (permission) & PW_PERM_R ? 'r' : '-', \
 (permission) & PW_PERM_W ? 'w' : '-', \
 (permission) & PW_PERM_X ? 'x' : '-', \
 (permission) & PW_PERM_M ? 'm' : '-', \
 (permission)
 & PW_PERM_L ? 'l' : '-'

/**
* \}
*/

#ifdef __cplusplus
}
#endif

#endif /* PIPEWIRE_PERMISSION_H */
```

1.832 libopenmpt 0.7.15-r0

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1.833 mbed-tls 3.6.4-r0

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1.837 spring-boot-autoconfigure 3.5.4

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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/mongodb/DefaultMongoConnectionPoolTagsProvider.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingServerCall.java
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/micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingServerCallListener.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/mongodb/MongoCommandTagsProvider.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/AbstractMetricCollectingInterceptor.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingClientCallListener.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/cache/CaffeineStatsCounter.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmInfoMetrics.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/package-info.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingServerInterceptor.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingClientInterceptor.java
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/micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingClientCall.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/GrpcServerObservationContext.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/DefaultGrpcServerObservationConvention.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/GrpcObservationDocumentation.java
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/micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/grpc/GrpcServerObservationConvention.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/cache/package-info.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/config/InvalidConfigurationException.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/composite/package-info.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/logging/LogbackMetrics.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jersey/server/JerseyTagsProvider.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/dropwizard/package-info.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/composite/CompositeFunctionCounter.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/cache/EhCache2Metrics.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/step/StepFunctionCounter.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/distribution/pause/PauseDetector.java
*
/micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardCounter.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/composite/CompositeGauge.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/distribution/pause/package-info.java
* /micrometer-core-1-15-2-sources-
jar/io/micrometer/core/instrument/dropwizard/DropwizardDistributionSummary.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/composite/CompositeTimeGauge.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardTimer.java
* /micrometer-core-1-15-2-sources-
jar/io/micrometer/core/instrument/binder/hystrix/MicrometerMetricsPublisherCommand.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/Gauge.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/Metrics.java
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/micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jersey/server/TimedFinder.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jersey/server/JerseyTags.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/composite/CompositeMeter.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/simple/SimpleConfig.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/FunctionCounter.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jvm/ClassLoaderMetrics.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardGauge.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/distribution/HistogramGauges.java
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jar/io/micrometer/core/instrument/observation/DefaultMeterObservationHandler.java
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jar/io/micrometer/core/instrument/binder/jetty/InstrumentedQueuedThreadPool.java
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* /micrometer-core-1-15-2-sources-
jar/io/micrometer/core/instrument/kotlin/ObservationCoroutineContextServerInterceptor.kt
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jar/io/micrometer/core/instrument/binder/mongodb/MongoMetricsCommandListener.java
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jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/PoolingHttpClientConnectionManagerMetricsBinder.
java
* /micrometer-core-1-15-2-sources-
jar/io/micrometer/core/instrument/internal/TimedScheduledExecutorService.java
* /micrometer-core-1-15-2-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/PoolingHttpClientConnectionManagerMetricsBinder.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/internal/TimedCallable.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jetty/OnCompletionAsyncListener.java
* /micrometer-core-1-15-2-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/MicrometerHttpRequestExecutor.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jetty/JettyConnectionMetrics.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/util/internal/logging/WarnThenDebugLogger.java
*
/micrometer-core-1-15-2-sources-
jar/io/micrometer/core/instrument/binder/mongodb/MongoMetricsConnectionPoolListener.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jersey/server/ObservationApplicationEventListener.java
*
 /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/okhttp3/package-info.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/db/package-info.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jersey/server/JerseyContext.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/kafka/package-info.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/lang/package-info.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/httpcomponents/ApacheHttpClientContext.java

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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jetty/package-info.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/jersey/server/package-info.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/observation/MeterObservationHandler.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/binder/hystrix/package-info.java
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* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/instrument/observation/package-info.java
* /micrometer-core-1-15-2-sources-jar/io/micrometer/core/ipc/http/package-info.java
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1.842 reactor-core 3.7.8

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* /reactor-core-3-7-8-sources-jar/reactor/util/retry/RetrySpec.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/StrictSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/Disposables.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/InstantPeriodicWorkerTask.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDelaySequence.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/OperatorDisposables.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLimitRequest.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/WorkerTask.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnBackpressureBufferTimeout.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCacheTime.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/PeriodicWorkerTask.java
* /reactor-core-3-7-8-sources-jar/reactor/util/concurrent/Queues.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/PeriodicSchedulerTask.java
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  * Repeatedly subscribe to this {@link Flux} when a companion sequence emits elements in
  * response to the flux completion signal. Any terminal signal from the companion
  * sequence will terminate the resulting {@link Flux} with the same signal immediately.
  * <p>If the companion
 sequence signals when this {@link Flux} is active, the repeat
  * attempt is suppressed.
  * <p>
  * <img class="marble" src="doc-files/marbles/repeatWhenForFlux.svg" alt="">
  * <p>
  * Note that if the companion {@link Publisher} created by the {@code repeatFactory}
  * emits {@link Context} as trigger objects, these {@link Context} will be merged with
  * the previous Context:
  * <pre><code>
  * .repeatWhen(emittedEachAttempt -> emittedEachAttempt.handle((lastEmitted, sink) -> {
  *      Context ctx = sink.currentContext();
  *      int rl = ctx.getOrDefault("repeatsLeft", 0);
  *      if (rl > 0) {
  *      sink.next(Context.of(
  *          "repeatsLeft", rl - 1,
  *          "emitted", lastEmitted
  *      ));
  *      } else {
  *          sink.error(new IllegalStateException("repeats exhausted"));
  *      }
  * }))
  * </code></pre>
  *
  * @param repeatFactory the {@link Function} that returns the associated {@link Publisher}
  * companion, given a {@link Flux} that signals
 each onComplete as a {@link Long}
  * representing the number of source elements emitted in the latest attempt.
  *
  * @return a {@link Flux} that repeats on onComplete when the companion {@link Publisher} produces an
  * onNext signal
  */

Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Flux.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxExpand.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFilterWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindowTimeout.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPublishMulticast.java
*
/reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDelayUntil.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoWhen.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ContextTrackingFunctionWrapper.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/CoreContext.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFilterWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/DelegateServiceScheduler.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkManyEmitterProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxGroupBy.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxArray.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelConcatMap.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMergeSequential.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingMonoSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSubscribeOnCallable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWithLatestFrom.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxConcatMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeUntilOther.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelGroup.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxCallable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindowWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRetryWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkOneMulticast.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InnerProducer.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDefer.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMergeSort.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxHandleFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFlatMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxStream.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxErrorOnRequest.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindowPredicate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFilter.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalMonoOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBufferWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxZip.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSubscribeOnValue.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDeferContextual.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ExecutorScheduler.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDelaySubscription.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoContextWriteRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFluxHide.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingIterable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMerge.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCallable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelReduceSeed.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTimeout.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingleOptional.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPublishMulticast.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoIgnorePublisher.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelSource.java
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 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFluxName.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDefer.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkManyReplayProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxErrorSupplied.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFlatMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkManyUnicast.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelCollect.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxNever.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalFluxOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSourceFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxCreate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPublishOn.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoErrorSupplied.java

*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDelayElement.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBufferBoundary.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoZip.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSample.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFirstWithValue.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkipUntilOther.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMergeSequential.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCurrentContext.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SignalLogger.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFlatMapMany.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDelaySubscription.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableFluxOnAssembly.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHandle.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingleCallable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSwitchIfEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCreate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMergeReduce.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxHandle.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxUsing.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFlatMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelLog.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelDoOnEach.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindowBoundary.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSource.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoNever.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRetryWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFromMonoOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDelay.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSequenceEqual.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxCombineLatest.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSource.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoIgnoreThen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxInterval.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxJoin.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRange.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFluxOnAssembly.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSubscribeOnCallable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSwitchIfEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnErrorResume.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoError.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxGroupJoin.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSwitchMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoUsing.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFlux.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSink.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHandleFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTimeout.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFlattenIterable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFirstWithValue.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxError.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRepeatWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SourceProducer.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFromPublisher.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxConcatIterable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSampleFirst.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFromFluxOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTakeUntilOther.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableFluxHide.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelRunOn.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSubscribeOnValue.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxIterable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSampleTimeout.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSupplier.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelPeek.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDeferContextual.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeUntil.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCompletionStage.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMergeOrdered.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingFirstSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingleOptionalCallable.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRetry.java
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* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context4.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context5.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTapFuseable.java
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* /reactor-core-3-7-8-sources-jar/reactor/util/function/package-info.java
* /reactor-core-3-7-8-sources-jar/reactor/core/package-info.java
* /reactor-core-3-7-8-sources-jar/reactor/util/package-info.java
*
 /reactor-core-3-7-8-sources-jar/reactor/util/concurrent/package-info.java
* /reactor-core-3-7-8-sources-jar/reactor/adapter/package-info.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/package-info.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/GroupedLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxAutoConnectFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/Scheduler.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingSingleSubscriber.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingOptionalMonoSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxAutoConnect.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableLift.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRefCount.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelLift.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SynchronousSink.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxConcatArray.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/GroupedLift.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxGenerate.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPublish.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxReplay.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoLift.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxContextWriteRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBufferTimeout.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalConnectableFluxOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBuffer.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLift.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableFlux.java
* /reactor-core-3-7-8-sources-jar/reactor/core/Exceptions.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BufferOverflowStrategy.java
* /reactor-core-3-7-8-sources-jar/reactor/core/Disposable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/GroupedFlux.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ExecutorServiceWorker.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InnerOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnBackpressureBufferStrategy.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ContextHolder.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnBackpressureBuffer.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTapRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTapRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTapFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ContextPropagation.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ContextPropagationSupport.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalProducerAttr.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/BoundedElasticThreadPerTaskScheduler.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/BoundedElasticSchedulerSupplier.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFluxRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/CallSiteSupplierFactory.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelThen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ReactorBlockHoundIntegration.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalEmptySink.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalManySink.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkEmptySerialized.java
* /reactor-core-3-7-8-sources-jar/reactor/util/retry/ImmutableRetrySignal.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Timed.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalOneSink.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkManySerialized.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTimed.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/DelegatingScheduledExecutorService.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkOneSerialized.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/util/context/ContextN.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelArraySource.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoJust.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingLastSubscriber.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxJust.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRunnable.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSink.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context0.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context3.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context1.java
*
 /reactor-core-3-7-8-sources-jar/reactor/util/context/Context2.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTakeLastOne.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Mono.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoReduce.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ParallelScheduler.java
* /reactor-core-3-7-8-sources-jar/reactor/util/Loggers.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Operators.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/Schedulers.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/SingleScheduler.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMergeComparing.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxUsingWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoUsingWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/VirtualThreadFactory.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/OnNextFailureStrategy.java
* /reactor-core-3-7-8-sources-jar/reactor/util/concurrent/MpscLinkedQueue.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/observability/SignalListenerFactory.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/SchedulerState.java
* /reactor-core-3-7-8-sources-jar/reactor/core/observability/DefaultSignalListener.java
*
 /reactor-core-3-7-8-sources-jar/reactor/util/context/ReactorContextAccessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/observability/SignalListener.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnErrorReturn.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMetrics.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSwitchOnFirst.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRepeat.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDoOnEach.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPublishOn.java
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 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRepeatPredicate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxHide.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoOnErrorResume.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoBridges.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFilter.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/DrainUtils.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRepeat.java
* /reactor-core-3-7-8-sources-jar/reactor/core/Fuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoOnAssembly.java
* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuples.java
* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple8.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPeek.java
* /reactor-core-3-7-8-sources-jar/reactor/util/concurrent/SpscLinkedArrayQueue.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeWhile.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPeekFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTake.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCallableOnAssembly.java
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* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple2.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxIndex.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHide.java
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 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDetach.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxContextWrite.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLog.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLogFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InnerConsumer.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSourceFlux.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPeek.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDoOnEachFuseable.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoElapsed.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeFuseable.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRetry.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeLast.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFilterFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingle.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoFirst.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/LambdaSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCancelOn.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/NonBlocking.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkip.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDetach.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoIgnoreElement.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSourceMonoFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPeekFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoToCompletableFuture.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxScan.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDoFirst.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkipLast.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoLog.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBufferPredicate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeLastOne.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRepeatPredicate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoMaterialize.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxCancelOn.java
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/reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSourceFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSourceMono.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoNext.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingleMono.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnAssembly.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxZipIterable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BaseSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/LambdaMonoSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSourceFluxFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SignalType.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDistinctFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDistinct.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxScanSeed.java
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/reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSubscribeOn.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SerializedSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/SingleWorkerScheduler.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFilterFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/OptimizableOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRepeatWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDistinctUntilChanged.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDefaultIfEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkipWhile.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ImmutableSignal.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SignalPeek.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSubscribeOn.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTimed.java
*
/reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoMapFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnBackpressureDrop.java
* /reactor-core-3-7-8-sources-jar/reactor/util/Logger.java
* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple3.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoFirstFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoIgnoreElements.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxElapsed.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoOnEachFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkipUntil.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxIndexFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple4.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoFinally.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCollect.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindow.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPeekTerminal.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoStreamCollector.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/UnicastProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoAny.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMapSignal.java
* /reactor-core-3-7-8-sources-jar/reactor/util/Metrics.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCount.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ImmediateScheduler.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoAll.java
* /reactor-core-3-7-8-sources-jar/reactor/util/concurrent/SpscArrayQueue.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoOnEach.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMapFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCollectList.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoNameFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/DelegateProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoReduceSeed.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDefaultIfEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoName.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/NextProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDoFinally.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/DirectInnerContainer.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxName.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFlattenIterable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHasElement.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ReplayProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/EmitterProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHasElements.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/QueueDrainSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoMetrics.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoMetricsFuseable.java
*
/reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMetricsFuseable.java

1.843 reactor-netty-core 1.2.8

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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/udp/UdpClientConnect.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/tcp/TcpClientConnect.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/transport/NameResolverProvider.java
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 /reactor-netty-core-1-2-8-sources-jar/reactor/netty/transport/ServerTransportConfig.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/ChannelOperationsId.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/contextpropagation/ChannelContextAccessor.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/transport/ByteBufAllocatorMeters.java

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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/observability/ReactorNettyHandlerContext.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/observability/ReactorNettyTracingObservationHandler.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/observability/ReactorNettyTimerObservationHandler.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/contextpropagation/package-info.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/observability/package-info.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/ByteBufFlux.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/NettyInbound.java
*
 /reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/AbortedException.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/udp/UdpConnection.java

* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/Connection.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/ByteBufMono.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/Metrics.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/MonoSend.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/ChannelOperations.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/ReactorNetty.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/udp/UdpClient.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/ChannelOperationsHandler.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/resources/DefaultLoopResources.java
*
/reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/FluxReceive.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/tcp/TcpServer.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/tcp/SniProvider.java
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1.844 netty-resolver-dns-classes-macos 4.1.123.Final

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1.845 reactor-netty-http 1.2.8

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* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/observability/ReactorNettyPropagatingSenderTracingObservationHandler.java
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/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http2AllocationStrategy.java
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* /reactor-netty-http-1-2-8-sources-
jar/reactor/netty/http/observability/ReactorNettyPropagatingReceiverTracingObservationHandler.java
*
 /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/LastHttpContentArgProvider.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/AbstractHttpMessageArgProvider.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/HttpMessageLogUtils.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/HttpMessageArgProviderFactory.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/HttpMessageArgProvider.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/ReactorNettyHttpMessageLogFactory.java
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 /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/observability/package-info.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/HttpServerSpans.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/HttpResponseArgProvider.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/HttpMessageType.java
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* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/FullHttpRequestArgProvider.java
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* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/FailedHttpClientRequest.java
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* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/logging/AccessLog.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/DefaultHttpForwardedHeaderHandler.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/HttpServerConfig.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/logging/BaseAccessLogHandler.java
* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http2ConnectionProvider.java
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* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/ProxyProtocolSupportType.java
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1.846 netty-codec-dns 4.1.123.Final

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 /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRawRecord.java
* /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQueryDecoder.java
* /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/DnsQuestion.java
* /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/DnsRecordType.java
* /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/package-info.java
* /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponseEncoder.java
* /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsResponse.java
* /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponse.java
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* /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsOptPseudoRrRecord.java
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* /netty-codec-dns-4-1-123-final-sources-jar/io/netty/handler/codec/dns/DnsOptEcsRecord.java
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1.847 netty-resolver-dns 4.1.123.Final

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/netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/DnsServerAddresses.java
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/netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/SequentialDnsServerAddressStream.java
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* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/SingletonDnsServerAddresses.java
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* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/NoopAuthoritativeDnsServerCache.java
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* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/PreferredAddressTypeComparator.java
* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/DatagramDnsQueryContext.java
* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/TcpDnsQueryContext.java
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* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/DnsQueryIdSpace.java
* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/ResolvConf.java
* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/DnsNameResolverChannelStrategy.java
*
/netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/ThreadLocalNameServerAddressStream.java
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* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/RoundRobinDnsAddressResolverGroup.java
* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/DefaultDnsCache.java
*
 /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/InflightNameResolver.java
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* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/DnsNameResolverTimeoutException.java

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jar/io/netty/resolver/dns/UnixResolverDnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-123-final-sources-
jar/io/netty/resolver/dns/SequentialDnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserver.java
* /netty-resolver-dns-4-1-123-final-sources-jar/io/netty/resolver/dns/DnsQueryLifecycleObserverFactory.java

1.848 netty-transport-classes-epoll 4.1.123.Final

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/**
    * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
    * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
    * Allowing them being read would mean anyone with access to the channel could get them.

   */
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jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /netty-transport-classes-epoll-4-1-123-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /netty-transport-classes-epoll-4-1-123-final-sources-jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
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/**
    * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
    * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
    * Allowing them being read would mean anyone with access to the channel could get them.

   */
/**
    * Set the {@code TCP_QUICKACK} option on the socket.
    * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a>
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1.851 python-pip 25.2

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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 (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member
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All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python 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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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
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1.855 libapk2 2.14.9-r3

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1.856 ssl-client 1.37.0-r19

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* /aports-3-22-stable-main-busybox-zip/aports-3.22-stable-main-busybox/main/busybox/0024-umount-Implement-O-option-to-unmount-by-mount-option.patch
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/*
* depmod - generate modules.dep
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- * Copyrihgt (c) 2008 Timo Teras <timo.teras@iki.fi>
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@@ -25,6 +25,24 @@
#include "modutils.h"
#include <sys/utsname.h> /* uname() */

+#define INDEX_MINCHAR 32
+#define INDEX_MAXCHAR 128
+
+typedef struct index_node {
+ char *prefix;
+ llist_t *values;

```
+ struct index_node *children[INDEX_MAXCHAR-INDEX_MINCHAR];
+} index_node;
+
+struct globals {
+ module_db db;
+ index_node *root_node;
+} FIX_ALIASING;
+#define G (*ptr_to_globals)
+#define INIT_G() do { \
+ SET_PTR_TO_GLOBALS(xzalloc(sizeof(G))); \
+} while (0)
+
/*
* Theory of operation:
* - iterate over all modules and record their full path
@@ -53,18 +71,12 @@ static int FAST_FUNC parse_module(struct recursive_state
 *state,

for (ptr = image; ptr < image + len - 10; ptr++) {
if (is_prefixed_with(ptr, "depends=")) {
-   char *u;
-
ptr += 8;
-   for (u = ptr; *u; u++)
-    if (*u == '-')
-     *u = '_';
-   ptr += string_to_llist(ptr, &e->deps, ",");
+   string_to_llist(replace_underscores(ptr), &e->deps, ",");
} else if (ENABLE_FEATURE_MODUTILS_ALIAS
&& is_prefixed_with(ptr, "alias=")
) {
-   llist_add_to(&e->aliases, xstrdup(ptr + 6));
-   ptr += strlen(ptr);
+   llist_add_to(&e->aliases, replace_underscores(xstrdup(ptr + 6)));
} else if (ENABLE_FEATURE_MODUTILS_SYMBOLS
&& is_prefixed_with(ptr, "__ksymtab_")
) {
@@ -74,9 +86,10 @@ static int FAST_FUNC parse_module(struct recursive_state *state,
) {
continue;
}
-   llist_add_to(&e->symbols, xstrdup(ptr));
-   ptr += strlen(ptr);
- }
+   llist_add_to(&e->symbols, xasprintf("symbol:%s", ptr));
+  } else
+   continue;
+  ptr += strlen(ptr);
```

```
}
free(image);

@@ -108,12 +121,6 @@ static void order_dep_list(module_db *modules, module_entry *start, llist_t
 *add
}
}

-static void xfreopen_write(const char *file, FILE *f)
-{
- if (freopen(file, "w", f) == NULL)
-  bb_perror_msg_and_die("can't open '%s'", file);
-}
-
//usage:#if !ENABLE_MODPROBE_SMALL
//usage:#define depmod_trivial_usage "[-n] [-b BASE] [VERSION] [MODFILES]..."
//usage:#define depmod_full_usage "\n\n"
@@ -167,6 +174,169 @@ enum {
OPT_C = (1 << 9), /* -C,--config etc_modules_conf: ignored */
```

Found in path(s):
* /aports-3-22-stable-main-busybox-zip/aports-3.22-stable-main-busybox/main/busybox/0018-depmod-support-generating-kmod-binary-index-files.patch
No license file was found, but licenses were detected in source scan.

```
/*
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* by the Free Software Foundation. See http://www.gnu.org/ for details.
*
*/
```

Found in path(s):
* /aports-3-22-stable-main-busybox-zip/aports-3.22-stable-main-busybox/main/busybox/bbsuid.c

1.857 form-data 4.0.4

1.857.1 Available under license :

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1.859 charset-normalizer 3.4.3

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1.861 socks 2.8.7

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1.862 python 3.13.7

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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see https://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 https://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
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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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1.863 sqlite 2025-07-30

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1.864 gtk 3.24.50-r0

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numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

The licenses for most software are designed to take away your
freedom to share and change it. By contrast, the GNU General Public

Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

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

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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 library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

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

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

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

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

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

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

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

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

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

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

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

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

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

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

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

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Finally, software
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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
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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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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.

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facilities. This must be distributed under the terms of the Sections above.

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<one line to give the library's name and a brief idea of what it does.>
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Also add information on how to contact you by electronic and paper mail.

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necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the
library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

1.866 netty-incubator-codec-classes-quic 0.0.73.Final

1.866.1 Available under license :

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

/opt/cola/permits/2593782694_1760699022.916288/0/netty-incubator-codec-classes-quic-0-0-73-final-jar/META-INF/maven/io.netty.incubator/netty-incubator-codec-classes-quic/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
*
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.incubator.netty-incubator-codec-classes-quic
Built-By: root
Bnd-LastModified: 1750232374663
Specification-Title: Netty/Incubator/Codec/Classes/Quic
Bundle-DocURL: https://netty.io/
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel,io.netty.channel.epoll;version="[4.1,5)";resolution:=optional,io.netty.channel.socket;version="[4.1,5)",io.netty.channel.unix;version="[4.1,5)",io.netty.handler.ssl;version="[4.1,5)",io.netty.handler.ssl.util;version="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.collection;version="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.internal.logging;version="[4.1,5)",javax.annotation.meta;version="[3.0,4)",javax.crypto,javax.crypto.spec,javax.net.ssl,javax.security.auth.x500,javax.security.cert
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Export-Package: io.netty.incubator.codec.quic;uses:="io.netty.buffer,io.netty.channel,io.netty.channel.socket,io.netty.handler.ssl,io.netty

.util,io.netty.util.concurrent,javax.net.ssl";version="0.0.73"
Bundle-Name: Netty/Incubator/Codec/Classes/Quic
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Incubator/Codec/Classes/Quic
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.incubator.codec.classes.quic
Implementation-Version: 0.0.73.Final
Specification-Vendor: The Netty Project
Bundle-ManifestVersion: 2
Bundle-Vendor: The Netty Project
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Version: 0.0.73.Final
Created-By: Apache Maven Bundle Plugin
Specification-Version: 0.0
Build-Jdk: 1.8.0_422

Found in path(s):
*
 /netty-incubator-codec-classes-quic-0-0-73-final-jar/META-INF/MANIFEST.MF

1.867 netty-buffer 4.1.123.Final

1.867.1 Available under license :

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

<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-buffer-4-1-123-final-sources-jar/META-INF/maven/io.netty/netty-buffer/pom.xml
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/META-INF/native-image/io.netty/netty-buffer/native-image.properties# Copyright 2019 The Netty Project
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AbstractByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AbstractByteBufAllocator.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AbstractDerivedByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AbstractPooledDerivedByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AbstractReferenceCountedByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-

jar/io/netty/buffer/AbstractUnpooledSlicedByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AbstractUnsafeSwappedByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AdaptiveByteBufAllocator.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AdaptivePoolingAllocator.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/AdvancedLeakAwareCompositeByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBufAllocator.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBufAllocatorMetric.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBufConvertible.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBufHolder.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBufInputStream.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBufOutputStream.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBufProcessor.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/ByteBufUtil.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/CompositeByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/DefaultByteBufHolder.java/*
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/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/HeapByteBufUtil.java/*
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/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/LongLongHashMap.java/*
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jar/io/netty/buffer/PoolArena.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/PoolArenaMetric.java/*
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/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/PoolSubpage.java/*
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/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/PooledByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/PooledByteBufAllocator.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/PooledByteBufAllocatorMetric.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/PooledDirectByteBuf.java/*
/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/PooledDuplicatedByteBuf.java/*
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/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/WrappedUnpooledUnsafeDirectByteBuf.java/*
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/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/search/AbstractMultiSearchProcessorFactory.java/*
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/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/search/AhoCorasicSearchProcessorFactory.java/*
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/opt/cola/permits/2595434568_1761197228.2820065/0/netty-buffer-4-1-123-final-sources-jar/io/netty/buffer/search/package-info.java/*

Found
in path(s):
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1.868 netty-resolver-dns-native-macos 4.1.123.Final

1.868.1 Available under license :

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*/

1.869 netty-transport-native-epoll 4.1.123.Final

1.869.1 Available under license :

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Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-native-epoll.linux-aarch_64
Built-By: root
Bnd-LastModified: 1752570727840
Specification-Title: Netty/Transport/Native/Epoll
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version=
"[1.0,2)";resolution:=optional
Fragment-Host: io.netty.transport-classes-epoll
Bundle-Name: Netty/Transport/Native/Epoll
Bundle-NativeCode: META-INF/native/libnetty_transport_native_epoll_aar
ch_64.so; osname=Linux; processor=aarch64,*
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Transport/Native/Epoll
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for
  rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.transport.epoll.linux.aarch_64
Implementation-Version: 4.1.123.Final
Specification-Vendor: The Netty Project
Bundle-ManifestVersion: 2
Bundle-Vendor: The Netty Project
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: The Netty Project
Originally-Created-By: Apache Maven Bundle Plugin 5.1.8
Bundle-Version: 4.1.123.Final

Created-By: Apache Maven Bundle Plugin 5.1.8
Build-Jdk: 1.8.0_222
Specification-Version: 4.1
Implementation-URL: https://netty.io/netty-transport-native-epoll/

Found in path(s):
* /netty-transport-native-epoll-4-1-123-final-linux-aarch-64-jar/META-INF/MANIFEST.MF
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/opt/cola/permits/2595444967_1760699430.5405517/0/netty-transport-native-epoll-4-1-123-final-linux-aarch-64-jar/META-INF/maven/io.netty/netty-transport-native-epoll/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
*

1.870 spring-security-core 6.5.1

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1.873 pycparser 2.23

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1.874 netty-incubator-codec-native-quic 0.0.73.Final

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.892 debug 4.4.3

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1.894 bare-events 2.7.0

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1.906 expat 2.7.3-r0

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1.907 bare-fs 4.4.5

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1.908 annotations 4.1.1.4

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1.909 openssl 3.5.4-r0

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1.910 cryptography 46.0.2

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If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) 19xx 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
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commands you use may be called something other than `show w' and `show
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program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary. Here a sample; alter
the names:

```
Yoyodyne, Inc., hereby disclaims all copyright interest in the
program `Gnomovision' (a program to direct compilers to make passes
at assemblers) written by James Hacker.

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

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S8VZCAeHvsXDf+eW2eHcKJfWjwXj9ZtOyh1QRwVTsMo554WgicEFOwE30z9J4nfr
I8iIZjs9OXYhRvHsXyO466JmdXTBQPfYaJqT4i2pLr0cox7IdMakLXogqzu4sEb9
b91fUlV1YvCXoHzXOP0l382gmxDPi7g4Xl7FtKYCNqEeXxzP4padKar9mK5S4fNB
UvupLnKWnyfjqnN9+BojZns7q2WwMgFLFT49ok8MKzWixtlnEjUwzXYuFrOZnk1P
Ti07NEPhmg4NpGaXutIcSkwsKouLgU9xGqndXHt7CMUADTdA43x7VF8vhV929ven
sBxXVsFy6K2ir40zSbofitzmdHxghm+Hl3s=
-----END
CERTIFICATE-----

Found in path(s):
* /ca-certificates-bundle-20250911-r0-tar-gz/etc/ssl/certs/ca-certificates.crt

1.916 python-certifi 2025.10.05

1.916.1 Available under license :

This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.

Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.917 @types/node 24.7.0

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1.918 undici-types 7.14.0

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1.920 chromium-chromedriver 141.0.7390.54-r0

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Found in path(s):
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Chromium for Windows x64

Found in path(s):
* /chromium-win64-141-0-7390-123-r1509326-zip/chromium-win64-141.0.7390.123-r1509326/README.md

1.921 rav1e-libs 0.7.1-r2

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1.922 signxml 4.0.4

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* AOL
http://www.aleksey.com/pipermail/xmlsec/2003/005488.html
http://www.aleksey.com/pipermail/xmlsec/attachments/20030729/0e25648e/attachment.htm

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Cordys R&D BV
http://www.aleksey.com/pipermail/xmlsec/2003/005581.html

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1.923 at-spi2-core 2.56.5-r0

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

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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
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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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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
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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.

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.

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

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That's all there is to it!

1.924 at-spi2-core-libs 2.56.5-r0

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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.

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

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under the terms of Sections 1 and 2 above provided that you accompany
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machine-readable source code, which
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a) Accompany
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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
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1.926 python-certifi 2025.10.5

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This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
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https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt

It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
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1.927 skia 141

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13.027,0],[-0.8,-7.493],[0,0],[0.692,-1.737],[3.871,-0.275],[0.555,5.3],[2.262,0],[-0.341,-3.565],[-2.083,-19.283]],"o":[[-6.876,0],[-0.989,0.091],[0,0],[3.949,-0.457],[-0.207,2.193],[0.24,2.102],[4.162,0],[-0.11,-1.554],[-2.824,-0.274],[-10.223,0],[-0.961,-9.777],[9.59,0],[0,0],[-0.045,1.919],[-3.909,-0.275],[0.356,-5.209],[-0.109,-1.554],[-3.528,0],[1.703,16.449],[0.935,9.412]],"v":[[1.706,37.01],[-13.039,26.776],[-16.083,27.233],[-15.125,19.009],[-3.691,16.907],[-3.682,23.486],[0.84,31.161],[5.516,16.632],[4.283,11.972],[-4.163,11.515],[-15.598,-1.828],[-2.335,-37.01],[10.417,-17.819],[12.652,-18.184],[11.667,-7.767],[-0.326,-7.218],[-0.083,-23.029],[-2.854,-27.689],[-6.951,-4.934],[15.624,14.988]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[403.164,458.984],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 1","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[-0.129,-0.548],[0,0],[-0.927,-13.159],[0,0],[-1,-5.209],[0,0],[-1.012,-11.789],[0,0],[-0.122,-0.457],[0,0],[0.739,14.348],[0.111,1.554],[1.809,0],[0.033,0.457],[-1.253,0.183]],"o":[[-10.875,-0.274],[0,0],[10.877,-1.005],[0,0],[-6.106,-0.639],[0,0],[0,0],[0.684,8.407],[0,0],[0.473,-3.564],[-0.739,-14.348],[-0.833,-0.274],[-0.017,-7.951],[13.564,1.188],[-0.526,7.951]],"v":[[12.546,-24.994],[0.514,-24.994],[0.888,3.426],[11.758,2.329],[12.756,12.656],[1.797,12.474],[2.692,25.176],[13.244,24.719],[14.385,35.776],[-8.09,36.508],[-8.03,5.254],[-9.891,-24.994],[-14.252,-25.268],[-14.385,-36.143],[12.097,-36.509]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[369.467,459.852],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 2","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[0.808,-0.091],[0.148,2.102],[3.256,0],[-0.212,-3.017],[-4.433,0],[0.103,1.462],[0,0],[7.871,0],[0.624,8.864],[-3.266,8.863],[-5.156,0],[0.654,-8.682]],"o":[[0.026,-2.192],[-0.141,-2.01],[-4.615,0],[0.226,3.197],[2.894,0],[0,0],[-0.705,6.671],[-13.842,0],[-0.683,-9.686],[1.673,-4.478],[11.129,0],[-0.873,0.457]],"v":[[3.733,-8.5],[3.637,-14.987],[-1.044,-28.786],[-4.522,0.184],[3.122,29.06],[5.226,13.982],[16.074,20.286],[3.262,37.467],[-15.391,0],[-11.002,-28.878],[-0.933,-37.467],[14.073,-10.691]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[337.028,458.801],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 3","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[0.44,-2.741],[6.572,-0.457],[0.277,2.65],[-1.604,0.366],[1.619,13.983],[0,0],[1.615,-0.183],[0.321,3.29],[-6.566,0.548],[0.381,-3.564],[1.435,-0.182],[-1.297,-10.693],[-0.897,-6.305],[-2.145,0.365]],"o":[[-6.714,-0.274],[0.117,-2.193],[1.544,0.091],[-0.534,-13.981],[0,0],[-1.344,0.183],[0.039,-3.29],[6.5,-0.183],[-0.46,3.747],[-1.539,0],[0.12,10.692],[0.715,6.304],[1.809,0],[0.232,3.289]],"v":[[12.249,35.776],[-7.513,36.508],[-7.633,27.095],[-3.322,26.639],[-6.02,-15.491],[-7.168,-25.358],[-12.331,-24.171],[-12.689,-35.685],[7.518,-36.508],[6.643,-25.815],[2.241,-25.358],[4.134,6.626],[7.049,26.182],[12.393,26.273]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[308.892,459.669],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group

4","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[0.95,-23.76],[3.374,-0.914],[4.647,19.74],[0,0],[-0.698,1.645],[-3.664,0.639],[-3.44,-15.444],[0,0],[0.845,4.296],[-3.393,0.639]],"o":[[-3.411,0.366],[-3.082,-21.933],[0,0],[0.143,-1.828],[2.636,0.183],[0.412,5.848],[0,0],[0.189,-5.026],[3.464,0.366],[-1.964,23.486]],"v":[[10.507,34.679],[-0.156,36.142],[-11.506,-26.091],[-15.74,-25.816],[-14.457,-35.868],[-2.896,-36.143],[4.62,10.189],[5.073,10.189],[5.789,-36.143],[15.741,-36.143]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[278.71,459.669],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 5","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[5.428,0],[0,0],[-0.322,-4.57],[-0.535,-5.027],[-0.272,0],[0.289,4.113]],"o":[[0,0],[0.141,4.568],[0.36,5.117],[0.187,0.09],[5.247,0],[-0.29,-4.111]],"v":[[-1.851,-25.633],[-2.756,-25.633],[-2.236,-11.834],[-0.798,3.427],[-0.159,3.517],[4.893,-14.668]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ind":1,"ty":"sh","ks":{"k":{"i":[[0,0],[0.95,-0.64],[0.264,3.747],[5.337,0],[0.356,-0.091],[-0.967,-7.311],[3.406,-0.457],[0.676,9.595],[1.393,10.783],[1.435,-0.183],[-0.085,3.929],[-1.907,-0.092],[-2.338,-3.656],[-0.341,-4.844],[9.907,-0.639],[0,0],[-0.611,-8.681],[0.486,-3.38],[-0.802,0.182]],"o":[[-1.163,0.183],[0.278,-3.747],[-0.257,-3.655],[-0.362,0],[0.871,7.22],[-3.431,0.091],[-0.133,-9.595],[-0.767,-10.875],[-1.442,0.091],[0.085,-3.93],[3.335,-0.183],[4.091,0.274],[2.655,4.295],[0.579,8.225],[0,0],[8.595,0],[0.245,3.473],[0.899,-0.091],[0,0]],"v":[[15.93,35.411],[7.264,36.965],[7.467,25.724],[0.899,13.388],[-0.175,13.57],[2.54,35.411],[-7.909,36.051],[-9.032,7.264],[-12.778,-25.359],[-17.186,-24.993],[-16.841,-36.782],[0.187,-36.508],[10.008,-30.659],[14.134,-15.764],[4.021,6.351],[4.04,6.626],[14.836,17.317],[14.303,27.734],[17.186,27.552]],"c":true}},"nm":"Path 2","mn":"ADBE Vector Shape - Group"},{"ty":"mm","mm":5,"nm":"Merge Paths 1","mn":"ADBE Vector Filter - Merge"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[247.179,459.487],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 6","np":4,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[-0.128,-0.548],[0,0],[-0.927,-13.159],[0,0],[-1,-5.209],[0,0],[-1.012,-11.789],[0,0],[-0.122,-0.457],[0,0],[0.741,14.348],[0.109,1.554],[1.809,0],[0.033,0.457],[-1.254,0.183]],"o":[[-10.875,-0.274],[0,0],[10.876,-1.005],[0,0],[-6.106,-0.639],[0,0],[0,0],[0.683,8.407],[0,0],[0.473,-3.564],[-0.738,-14.348],[-0.834,-0.274],[-0.017,-7.951],[13.564,1.188],[-0.525,7.951]],"v":[[12.546,-24.994],[0.514,-24.994],[0.888,3.426],[11.758,2.329],[12.756,12.656],[1.796,12.474],[2.692,25.176],[13.245,24.719],[14.385,35.776],[-8.09,36.508],[-8.031,5.254],[-9.89,-24.994],[-14.252,-25.268],[-14.385,-36.143],[12.097,-36.509]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[213.762,459.852],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 7","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[10.856,0],[2.55,6.672],[0.977,-0.274],[0,0],[-3.749,0.73],[-0.245,-2.193],[-3.075,0],[0.413,3.29],[0.646,1.462],[2.805,0],[0.993,8.957],[-13.027,0],[-0.8,-7.493],[0,0],[0.692,-1.737],[3.871,-0.275],[0.555,5.3],[2.262,0],[-0.341,-3.565],[-2.083,-19.283]],"o":[[-6.876,0],[-0.989,0.091],[0,0],[3.949,-0.457],[-0.207,2.193],[0.239,2.102],[4.162,0],[-0.11,-1.554],[-2.824,-0.274],[-10.223,0],[-0.96,-9.777],[9.59,0],[0,0],[-0.046,1.919],[-3.909,-0.275],[0.357,-5.209],[-0.109,-1.554],[-3.528,0],[1.703,16.449],[0.935,9.412]],"v":[[1.705,37.01],[-13.039,26.776],[-16.084,27.233],[-15.125,19.009],[-

3.692,16.907],[-3.681,23.486],[0.84,31.161],[5.516,16.632],[4.283,11.972],[-4.163,11.515],[-15.598,-1.828],[-2.335,-37.01],[10.417,-17.819],[12.653,-18.184],[11.667,-7.767],[-0.326,-7.218],[-0.083,-23.029],[-2.854,-27.689],[-6.951,-4.934],[15.623,14.988]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[182.862,458.984],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 8","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[-0.779,-11.058],[-1.244,-12.519],[2.863,-0.456],[5.057,10.145],[0,0],[-1.795,-8.772],[3.483,-0.64],[0.773,10.966],[1.269,10.327],[0,0],[-0.589,3.199],[-3.857,0.457],[-1.828,-1.554],[1.671,12.153],[-3.043,0.457]],"o":[[0.889,12.61],[-2.888,0.091],[-2.569,-10.784],[0,0],[0.533,8.864],[-3.541,-0.183],[-0.404,-10.875],[-0.727,-10.327],[0,0],[0.137,-3.198],[3.98,0],[0.736,2.741],[-0.952,-12.245],[3.082,0.091],[0.23,10.966]],"v":[[14.277,-2.284],[17.931,35.457],[9.207,36.188],[-1.363,3.015],[-0.983,9.687],[2.164,36.371],[-8.474,36.919],[-10.145,4.204],[-13.51,-26.867],[-17.931,-26.684],[-17.172,-36.462],[-5.353,-36.919],[7.057,1.828],[3.823,-35.091],[13.122,-35.366]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[383.683,357.858],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 9","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[4.795,0],[-0.188,-2.65],[-5.428,0],[0.258,3.655]],"o":[[-4.162,0],[0.264,3.747],[4.343,0],[-0.296,-4.203]],"v":[[-1.815,-27.69],[-5.731,-3.655],[2.894,28.876],[5.195,1.188]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ind":1,"ty":"sh","ks":{"k":{"i":[[13.298,0],[0.766,10.874],[-15.018,0],[-0.708,-10.052]],"o":[[-15.29,0],[-0.74,-10.51],[14.203,0],[0.657,9.322]],"v":[[3.455,36.827],[-15.891,1.096],[-1.735,-36.827],[16.058,1.279]],"c":true}},"nm":"Path 2","mn":"ADBE Vector Shape - Group"},{"ty":"mm","mm":5,"nm":"Merge Paths 1","mn":"ADBE Vector Filter - Merge"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[352.148,358.316],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 10","np":4,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[0.439,-2.741],[6.573,-0.457],[0.278,2.65],[-1.604,0.366],[1.619,13.983],[0,0],[1.615,-0.182],[0.322,3.29],[-6.566,0.548],[0.381,-3.564],[1.435,-0.183],[-1.297,-10.692],[-0.897,-6.305],[-2.146,0.366]],"o":[[-6.714,-0.274],[0.117,-2.193],[1.544,0.091],[-0.533,-13.982],[0,0],[-1.345,0.182],[0.039,-3.289],[6.501,-0.183],[-0.46,3.747],[-1.539,0],[0.12,10.692],[0.715,6.305],[1.809,0],[0.231,3.29]],"v":[[12.25,35.777],[-7.513,36.508],[-7.633,27.096],[-3.322,26.639],[-6.02,-15.49],[-7.167,-25.358],[-12.329,-24.171],[-12.689,-35.685],[7.518,-36.508],[6.643,-25.816],[2.242,-25.358],[4.134,6.626],[7.049,26.181],[12.395,26.273]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[325.561,358.543],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 11","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[2.921,0.365],[-0.077,-4.935],[-2.426,-15.17],[0,0],[0.256,13.89],[0.67,6.945],[2.494,-0.548],[0,0],[-8.311,1.462],[-0.251,-3.564],[0,0]],"o":[[-0.194,4.934],[0.358,15.352],[0,0],[0.831,-13.891],[-0.127,-6.946],[-2.521,0.183],[0,0],[8.433,0.274],[0.341,3.564],[0,0],[-2.889,0.091]],"v":[[4.832,-26.182],[4.603,-

11.469],[8.945,34.771],[-3.203,36.965],[-3.556,-5.255],[-4.569,-26.091],[-12.195,-25.177],[-13.628,-36.509],[12.849,-36.965],[13.602,-26.272],[13.628,-25.908]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[297.891,359.092],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 12","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[0.554,7.859],[0,0],[0.318,-4.478],[0.525,-4.112],[0,0]],"o":[[0,0],[-0.22,3.291],[-0.318,4.478],[0,0],[-1.465,-7.95]],"v":[[-1.736,-10.418],[-2.007,-10.418],[-2.585,1.919],[-4.159,14.256],[2.213,13.525]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ind":1,"ty":"sh","ks":{"k":{"i":[[3.574,-0.639],[1.523,4.935],[0,0],[0,0],[3.412,-0.365],[-1.156,22.115],[0,0],[0.788,3.472],[-5.312,1.645],[-0.342,-3.564],[0,0],[-1.949,-10.966],[-3.267,-10.417]],"o":[[-0.354,-5.026],[0,0],[0,0],[-3.535,-0.091],[3.638,-21.566],[0,0],[-0.058,-3.381],[5.52,0],[-0.014,3.656],[0,0],[1.581,10.874],[2.039,10.966],[-3.626,-0.091]],"v":[[5.128,38.198],[3.245,23.029],[-4.619,23.121],[-5.632,37.01],[-16.062,37.924],[-9.163,-25.953],[-12.142,-25.862],[-12.883,-36.37],[6.349,-38.199],[6.476,-27.415],[3.328,-27.141],[8.361,5.757],[16.062,38.015]],"c":true}},"nm":"Path 2","mn":"ADBE Vector Shape - Group"},{"ty":"mm","mm":1,"nm":"Merge Paths 1","mn":"ADBE Vector Filter - Merge"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[271.891,357.492],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 13","np":4,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[0.808,-0.091],[0.149,2.101],[3.256,0],[-0.213,-3.016],[-4.433,0],[0.103,1.462],[0,0],[7.871,0],[0.624,8.864],[-3.265,8.863],[-5.156,0],[0.655,-8.682]],"o":[[0.026,-2.193],[-0.141,-2.011],[-4.614,0],[0.225,3.198],[2.895,0],[0,0],[-0.706,6.671],[-13.842,0],[-0.683,-9.687],[1.674,-4.478],[11.129,0],[-0.873,0.457]],"v":[[3.732,-8.499],[3.636,-14.986],[-1.045,-28.786],[-4.522,0.184],[3.121,29.061],[5.225,13.983],[16.074,20.288],[3.261,37.467],[-15.392,0.001],[-11.003,-28.876],[-0.934,-37.467],[14.072,-10.691]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[237.258,357.675],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 14","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[4.795,0],[-0.187,-2.65],[-5.428,0],[0.258,3.655]],"o":[[-4.162,0],[0.264,3.747],[4.343,0],[-0.296,-4.203]],"v":[[-1.815,-27.69],[-5.731,-3.655],[2.894,28.876],[5.195,1.188]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ind":1,"ty":"sh","ks":{"k":{"i":[[13.298,0],[0.767,10.874],[-15.018,0],[-0.708,-10.052]],"o":[[-15.29,0],[-0.74,-10.51],[14.204,0],[0.656,9.322]],"v":[[3.455,36.827],[-15.891,1.096],[-1.735,-36.827],[16.059,1.279]],"c":true}},"nm":"Path 2","mn":"ADBE Vector Shape - Group"},{"ty":"mm","mm":1,"nm":"Merge Paths 1","mn":"ADBE Vector Filter - Merge"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[202.687,358.316],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 15","np":4,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[1.719,0],[6.061,0],[1.063,15.079],[0.78,5.939],[1.15,-0.366],[-0.731,3.746],[-5.014,0.731],[-0.348,-4.935],[-0.574,-6.853],[-4.156,1.371],[-0.148,-2.102],[-0.167,-

1.095]],"o":[[-5.964,0.092],[-0.526,-15.17],[-0.418,-5.94],[-1.267,0],[0.201,-2.284],[5.246,0],[-1.546,6.306],[0.483,6.854],[4.408,-0.366],[-0.195,2.377],[0.136,1.919],[-1.176,0]],"v":[[10.329,36.645],[-7.475,36.919],[-9.376,-8.042],[-11.258,-25.77],[-15.479,-25.313],[-14.137,-35.822],[-1.098,-36.919],[-0.165,5.849],[1.555,26.41],[14.538,24.491],[14.458,31.071],[15.479,36.553]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[170.557,358.315],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 16","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[-0.08,-0.343],[0,0],[-0.58,-8.24],[0,0],[-0.626,-3.262],[0,0],[-0.633,-7.382],[0,0],[-0.077,-0.286],[0,0],[0.464,8.984],[0.069,0.973],[1.134,0],[0.02,0.286],[-0.786,0.114]],"o":[[-6.811,-0.171],[0,0],[6.812,-0.629],[0,0],[-3.823,-0.4],[0,0],[0,0],[0.427,5.265],[0,0],[0.296,-2.232],[-0.463,-8.985],[-0.521,-0.171],[-0.01,-4.979],[8.494,0.744],[-0.329,4.979]],"v":[[7.856,-15.652],[0.322,-15.652],[0.555,2.146],[7.363,1.46],[7.988,7.926],[1.125,7.811],[1.685,15.766],[8.294,15.479],[9.008,22.404],[-5.066,22.861],[-5.029,3.29],[-6.194,-15.652],[-8.925,-15.823],[-9.008,-22.633],[7.576,-22.862]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[391.617,279.686],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 17","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[1.075,0],[3.795,0],[0.665,9.442],[0.489,3.72],[0.72,-0.229],[-0.457,2.346],[-3.141,0.458],[-0.218,-3.09],[-0.359,-4.292],[-2.603,0.859],[-0.093,-1.316],[-0.106,-0.687]],"o":[[-3.735,0.057],[-0.33,-9.5],[-0.263,-3.72],[-0.794,0],[0.126,-1.43],[3.286,0],[-0.969,3.948],[0.302,4.292],[2.761,-0.229],[-0.122,1.488],[0.085,1.202],[-0.737,0]],"v":[[6.468,22.947],[-4.681,23.119],[-5.872,-5.036],[-7.051,-16.138],[-9.693,-15.852],[-8.854,-22.433],[-0.687,-23.119],[-0.103,3.662],[0.973,16.538],[9.104,15.336],[9.054,19.456],[9.693,22.89]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[372.878,279.429],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 18","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[3.74,0],[0,0],[-0.132,-2.689],[-0.294,-3.375],[0,0],[0.108,2.346]],"o":[[0,0],[0.076,2.69],[0.124,3.376],[0,0],[3.228,0],[-0.082,-2.747]],"v":[[-0.31,-15.823],[-0.876,-15.823],[-0.701,-7.697],[0.129,2.489],[0.527,2.489],[3.918,-8.097]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ind":1,"ty":"sh","ks":{"k":{"i":[[1.695,-0.057],[0.073,-2.976],[0.068,2.575]],"o":[[0.323,2.976],[2.521,-0.401],[-0.077,-1.888]],"v":[[0.405,8.784],[0.806,17.712],[4.418,11.874]],"c":true}},"nm":"Path 2","mn":"ADBE Vector Shape - Group"},{"ind":2,"ty":"sh","ks":{"k":{"i":[[6.055,-1.716],[-0.137,-3.548],[4.887,0.229],[2.416,-0.286],[0.128,4.235],[0.948,8.641],[0.898,-0.114],[-0.118,2.346],[-2.962,-0.228],[-1.409,-2.289],[-0.168,-3.205]],"o":[[3.399,0.802],[0.128,4.235],[-2.444,-0.114],[-0.015,-4.235],[-0.33,-8.698],[-0.96,0.057],[0.057,-2.403],[3.71,-0.401],[2.618,0.172],[1.669,2.804],[0.161,5.493]],"v":[[3.315,4.263],[9.815,12.103],[2.622,22.575],[-4.663,22.919],[-4.872,10.272],[-7.152,-15.651],[-9.97,-15.422],[-9.676,-22.518],[1.081,-22.633],[7.292,-18.913],[9.809,-8.898]],"c":true}},"nm":"Path 3","mn":"ADBE Vector Shape - Group"},{"ty":"mm","mm":1,"nm":"Merge Paths 1","mn":"ADBE Vector Filter - Merge"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector

Graphic -
Fill"},{"ty":"tr","p":{"k":[352.954,279.343],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 19","np":5,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[0.348,4.921],[0,0],[0.2,-2.805],[0.329,-2.575],[0,0]],"o":[[0,0],[-0.138,2.06],[-0.198,2.804],[0,0],[-0.917,-4.979]],"v":[[-1.087,-6.524],[-1.258,-6.524],[-1.62,1.202],[-2.605,8.927],[1.385,8.47]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ind":1,"ty":"sh","ks":{"k":{"i":[[2.238,-0.401],[0.954,3.091],[0,0],[0,0],[2.137,-0.229],[-0.724,13.848],[0,0],[0.494,2.175],[-3.327,1.03],[-0.214,-2.231],[0,0],[-1.219,-6.867],[-2.046,-6.524]],"o":[[-0.222,-3.147],[0,0],[0,0],[-2.214,-0.057],[2.278,-13.505],[0,0],[-0.036,-2.118],[3.456,0],[-0.008,2.289],[0,0],[0.989,6.809],[1.278,6.867],[-2.271,-0.058]],"v":[[3.21,23.92],[2.031,14.42],[-2.894,14.478],[-3.527,23.176],[-10.059,23.748],[-5.738,-16.252],[-7.605,-16.195],[-8.068,-22.776],[3.975,-23.92],[4.055,-17.168],[2.085,-16.996],[5.234,3.605],[10.059,23.806]],"c":true}},"nm":"Path 2","mn":"ADBE Vector Shape - Group"},{"ty":"mm","mm":1,"nm":"Merge Paths 1","mn":"ADBE Vector Filter - Merge"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[335.321,278.914],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 20","np":4,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[-0.487,-6.924],[-0.778,-7.84],[1.793,-0.286],[3.167,6.352],[0,0],[-1.124,-5.494],[2.181,-0.401],[0.483,6.867],[0.796,6.467],[0,0],[-0.369,2.003],[-2.416,0.286],[-1.145,-0.973],[1.046,7.611],[-1.905,0.286]],"o":[[0.557,7.897],[-1.809,0.057],[-1.608,-6.753],[0,0],[0.334,5.551],[-2.218,-0.114],[-0.254,-6.81],[-0.456,-6.466],[0,0],[0.086,-2.003],[2.493,0],[0.46,1.716],[-0.597,-7.668],[1.93,0.057],[0.145,6.867]],"v":[[8.94,-1.431],[11.228,22.203],[5.765,22.661],[-0.854,1.888],[-0.616,6.065],[1.355,22.775],[-5.306,23.119],[-6.353,2.632],[-8.46,-16.825],[-11.229,-16.71],[-10.753,-22.833],[-3.352,-23.119],[4.419,1.144],[2.394,-21.975],[8.216,-22.147]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[311.676,279.143],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 21","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[-0.08,-0.343],[0,0],[-0.581,-8.24],[0,0],[-0.626,-3.262],[0,0],[-0.634,-7.382],[0,0],[-0.077,-0.286],[0,0],[0.464,8.984],[0.069,0.973],[1.133,0],[0.02,0.286],[-0.785,0.114]],"o":[[-6.811,-0.171],[0,0],[6.811,-0.629],[0,0],[-3.824,-0.4],[0,0],[0,0],[0.428,5.265],[0,0],[0.297,-2.232],[-0.463,-8.985],[-0.522,-0.171],[-0.011,-4.979],[8.494,0.744],[-0.328,4.979]],"v":[[7.857,-15.652],[0.322,-15.652],[0.556,2.146],[7.363,1.46],[7.989,7.926],[1.126,7.811],[1.686,15.766],[8.294,15.479],[9.009,22.404],[-5.066,22.861],[-5.029,3.29],[-6.193,-15.652],[-8.924,-15.823],[-9.008,-22.633],[7.576,-22.862]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[290.778,279.686],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 22","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[-0.081,-0.343],[0,0],[-0.58,-8.24],[0,0],[-0.627,-3.262],[0,0],[-0.634,-7.382],[0,0],[-0.077,-0.286],[0,0],[0.464,8.984],[0.069,0.973],[1.133,0],[0.02,0.286],[-0.786,0.114]],"o":[[-6.811,-0.171],[0,0],[6.811,-

0.629],[0,0],[-3.824,-0.4],[0,0],[0,0],[0.428,5.265],[0,0],[0.296,-2.232],[-0.463,-8.985],[-0.522,-0.171],[-0.011,-4.979],[8.494,0.744],[-0.329,4.979]],"v":[[7.857,-15.652],[0.322,-15.652],[0.555,2.146],[7.362,1.46],[7.988,7.926],[1.125,7.811],[1.685,15.766],[8.293,15.479],[9.008,22.404],[-5.066,22.861],[-5.03,3.29],[-6.193,-15.652],[-8.924,-15.823],[-9.008,-22.633],[7.576,-22.862]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[262.114,279.686],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 23","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[6.798,0],[1.597,4.177],[0.612,-0.171],[0,0],[-2.348,0.457],[-0.153,-1.373],[-1.927,0],[0.258,2.06],[0.404,0.916],[1.757,0],[0.622,5.608],[-8.158,0],[-0.5,-4.693],[0,0],[0.433,-1.087],[2.424,-0.172],[0.348,3.319],[1.416,0],[-0.214,-2.232],[-1.304,-12.074]],"o":[[-4.306,0],[-0.62,0.057],[0,0],[2.473,-0.287],[-0.13,1.373],[0.149,1.317],[2.606,0],[-0.069,-0.973],[-1.769,-0.172],[-6.402,0],[-0.601,-6.123],[6.006,0],[0,0],[-0.029,1.201],[-2.448,-0.171],[0.224,-3.262],[-0.068,-0.973],[-2.21,0],[1.066,10.301],[0.585,5.895]],"v":[[1.068,23.177],[-8.165,16.768],[-10.073,17.053],[-9.471,11.904],[-2.312,10.588],[-2.305,14.707],[0.527,19.514],[3.454,10.416],[2.682,7.497],[-2.607,7.211],[-9.768,-1.144],[-1.463,-23.176],[6.522,-11.158],[7.923,-11.387],[7.307,-4.864],[-0.204,-4.52],[-0.053,-14.42],[-1.786,-17.339],[-4.353,-3.09],[9.783,9.385]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[242.765,279.142],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 24","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[0.347,4.921],[0,0],[0.199,-2.805],[0.328,-2.575],[0,0]],"o":[[0,0],[-0.138,2.06],[-0.199,2.804],[0,0],[-0.917,-4.979]],"v":[[-1.086,-6.524],[-1.257,-6.524],[-1.618,1.202],[-2.604,8.927],[1.387,8.47]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ind":1,"ty":"sh","ks":{"k":{"i":[[2.238,-0.401],[0.954,3.091],[0,0],[0,0],[2.138,-0.229],[-0.724,13.848],[0,0],[0.493,2.175],[-3.327,1.03],[-0.214,-2.231],[0,0],[-1.22,-6.867],[-2.046,-6.524]],"o":[[-0.222,-3.147],[0,0],[0,0],[-2.213,-0.057],[2.279,-13.505],[0,0],[-0.036,-2.118],[3.455,0],[-0.009,2.289],[0,0],[0.99,6.809],[1.278,6.867],[-2.27,-0.058]],"v":[[3.212,23.92],[2.033,14.42],[-2.893,14.478],[-3.526,23.176],[-10.058,23.748],[-5.737,-16.252],[-7.604,-16.195],[-8.066,-22.776],[3.977,-23.92],[4.056,-17.168],[2.085,-16.996],[5.236,3.605],[10.059,23.806]],"c":true}},"nm":"Path 2","mn":"ADBE Vector Shape - Group"},{"ty":"mm","mm":1,"nm":"Merge Paths 1","mn":"ADBE Vector Filter - Merge"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.11,0.12,0.3,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[221.339,278.914],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 25","np":4,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[-0.081,-0.343],[0,0],[-0.58,-8.24],[0,0],[-0.626,-3.262],[0,0],[-0.633,-7.382],[0,0],[-0.077,-0.286],[0,0],[0.464,8.984],[0.069,0.973],[1.133,0],[0.02,0.286],[-0.785,0.114]],"o":[[-6.811,-0.171],[0,0],[6.811,-0.629],[0,0],[-3.824,-0.4],[0,0],[0,0],[0.427,5.265],[0,0],[0.297,-2.232],[-0.463,-8.985],[-0.522,-0.171],[-0.011,-4.979],[8.494,0.744],[-0.329,4.979]],"v":[[7.857,-15.652],[0.322,-15.652],[0.555,2.146],[7.363,1.46],[7.988,7.926],[1.126,7.811],[1.686,15.766],[8.294,15.479],[9.008,22.404],[-5.066,22.861],[-5.029,3.29],[-6.193,-15.652],[-8.924,-15.823],[-9.008,-22.633],[7.576,-

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0.687]],"o":[[-3.735,0.057],[-0.33,-9.5],[-0.262,-3.72],[-0.793,0],[0.126,-1.43],[3.286,0],[-
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Graphic -
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Graphic -
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0.389],[-8.666,2.667],[-0.666,37.245],[0,2.667],[-17.667,6.078],[-
4,4],[1.334,8],[1.333,4],[6.667,1.333],[8,0.666],[1.962,-0.133],[-1.596,-4.931],[0,-
24.854],[21.355,0],[0,4.511],[61.526,-2.383],[-0.791,-3.588],[0,-24.853],[21.355,0],[0,2.844],[42.856,-
1.659],[8.666,-0.667],[2.667,-11.334],[3.333,-20]],"v":[[313.333,-264.805],[291.333,-276.138],[-31.334,-
284.805],[-67.334,-279.472],[-219.834,-254.972],[-221.667,35.194],[-305.333,59.195],[-352.667,92.529],[-
359.333,107.195],[-328.667,249.862],[-313.333,255.862],[-155.334,284.529],[-142,284.529],[-115.525,283.38],[-
117.999,267.529],[-79.334,222.529],[-40.667,267.529],[-
42.306,280.502],[168.212,272.419],[167,261.195],[205.667,216.195],[244.333,261.195],[243.662,269.516],[318,26
6.529],[332.667,246.529],[357.333,110.529]],"c":true}},"nm":"Path
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52.01],[0,0]],"o":[[0,0],[-6.6,0],[0,0],[0,-6.6],[19,-3.249],[0,0],[0,6.601]],"v":[[-310.693,-380.326],[-487.97,-
380.326],[-517.307,-393.042],[-513.47,-721.264],[-340.693,-752.674],[-313.693,-705.664],[-298.693,-
392.326]],"c":true}},"nm":"Path
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Graphic -
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},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group
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0.088,-28.498],[13.461,15.116],[0,18.756]],"o":[[0,15.221],[-13.207,19.55],[0.051,-18.153],[47.316,-
6.965]],"v":[[73.475,-22.118],[73.562,9.533],[-73.562,11.187],[-73.511,-22.118]],"c":true}},"nm":"Path
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28.498],[13.461,15.116],[0,18.756],[-40.59,0]],"o":[[0,15.221],[-13.207,19.55],[0.051,-18.153],[0,-
40.589],[40.589,0]],"v":[[73.475,-1.354],[73.562,55.297],[-73.562,56.952],[-73.511,-1.354],[-0.018,-
74.848]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape -
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6.261],[6.261,0],[0,6.261],[-6.262,0]],"o":[[0,6.261],[-6.262,0],[0,-6.261],[6.261,0]],"v":[[11.337,0],[0,11.336],[-
11.336,0],[0,-11.336]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape -
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Graphic -
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1.281,9.693],[-4.326,-1.336],[0,0],[0,0]],"o":[[-4.171,-0.373],[1.3,-9.831],[8.589,2.652],[0,0],[0,0]],"v":[[-
37.154,10.443],[-49.099,-4.23],[-32.257,-15.108],[50.381,10.406],[49.224,16.445]],"c":true}},"nm":"Path
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Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.73,0.71,0.67,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector
Graphic -
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168.392,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group
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42.349],[37.013,10.124]],"v":[[67.018,18.33],[-20.973,76.68],[-67.017,-18.33],[20.973,-
76.68]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape -
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Fill"},{"ty":"tr","p":{"k":[390,167.036],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"
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2.264],[0,0],[0,0],[0,0],[2.583,-0.669]],"o":[[-13.479,0.667],[0,0],[0,0],[0,0],[0,0],[-2.581,0.67]],"v":[[7.146,-
73.667],[-14.333,-65.931],[-14.333,-63.667],[-48.333,73.667],[48.333,67.001],[15.958,-
70.879]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape -
Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.73,0.71,0.67,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector
Graphic -

Fill"},{"ty":"tr","p":{"k":[396,232],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 52","np":2,"mn":"ADBE Vector Group"},{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":{"i":[[-6.6,0],[0,0],[0,4.894],[0,0],[6.599,0],[0,0],[0,-4.895],[0,0]],"o":[[0,0],[6.599,0],[0,0],[0,-4.895],[0,0],[-6.6,0],[0,0],[0,4.894]],"v":[[-9.441,34.655],[9.442,31.688],[21.441,22.789],[21.441,-22.789],[9.442,-31.689],[-9.441,-34.655],[-21.441,-25.755],[-21.441,25.756]],"c":true}},"nm":"Path 1","mn":"ADBE Vector Shape - Group"},{"ty":"fl","fillEnabled":true,"c":{"k":[0.52,0.49,0.46,1]},"o":{"k":100},"nm":"Fill 1","mn":"ADBE Vector Graphic - Fill"},{"ty":"tr","p":{"k":[111.867,616.066],"ix":2},"a":{"k":[0,0],"ix":1},"s":{"k":[100,100],"ix":3},"r":{"k":0,"ix":6},"o":{"k":100,"ix":7},"sk":{"k":0,"ix":4},"sa":{"k":0,"ix":5},"nm":"Transform"}],"nm":"Group 58","np":2,"mn":"ADBE Vector Group"}],"ip":0,"op":300,"st":0,"bm":0,"sr":1},{"ddd":0,"ind":9,"ty":4,"nm":"wire 2","parent":8,"ks":{"o":{"k":100},"r":{"k":0},"p":{"k":[855,452,0]},"a":{"k":[0,0,0]},"s":{"k":[100,100,100]}},"ao":0,"shapes":[{"ty":"gr","it":[{"ind":0,"ty":"sh","ks":{"k":[{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":0,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-24,20.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[25.878,-22.104]],"v":[[-166,-140],[-171.5,-163],[-155,-160.5],[-169.5,-181.5],[-150.5,-178.5],[-166.5,-198.5],[-144,-194.5],[-166,-224.5],[-122,-308.5]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":15,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-23,19.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[23,-19.5]],"v":[[-166,-140],[-172.5,-163],[-155,-160.5],[-170.5,-177.5],[-150.5,-179.5],[-169.5,-199.5],[-139,-198.5],[-166,-224.5],[-122,-308.5]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":30,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-23,19.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[23,-19.5]],"v":[[-166,-140],[-172.5,-163],[-155,-160.5],[-170.5,-177.5],[-150.5,-179.5],[-169.5,-199.5],[-139,-198.5],[-166,-224.5],[-122,-308.5]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":45,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-24,20.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[25.878,-22.104]],"v":[[-166,-140],[-171.5,-163],[-155,-160.5],[-169.5,-181.5],[-150.5,-178.5],[-166.5,-198.5],[-144,-194.5],[-166,-224.5],[-122,-308.5]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":60,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-24,20.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[25.878,-22.104]],"v":[[-166,-140],[-171.5,-163],[-155,-160.5],[-169.5,-181.5],[-150.5,-178.5],[-166.5,-198.5],[-144,-194.5],[-166,-224.5],[-122,-308.5]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-

22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":75,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-24,20.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[25.878,-22.104]],"v":[[-166,-140],[-171.5,-163],[-155,-160.5],[-169.5,-181.5],[-150.5,-178.5],[-166.5,-198.5],[-144,-194.5],[-166,-224.5],[-122,-308.5]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":90,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-24,20.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[25.878,-22.104]],"v":[[-166,-140],[-171.5,-163],[-155,-160.5],[-169.5,-181.5],[-150.5,-178.5],[-166.5,-198.5],[-144,-194.5],[-166,-224.5],[-122,-308.5]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":105,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-23,19.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[23,-19.5]],"v":[[-166,-140],[-172.5,-163],[-155,-160.5],[-170.5,-177.5],[-150.5,-179.5],[-169.5,-199.5],[-139,-198.5],[-166,-224.5],[-122,-308.5]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":120,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-23,19.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[23,-19.5]],"v":[[-166,-140],[-172.5,-163],[-155,-160.5],[-170.5,-177.5],[-150.5,-179.5],[-169.5,-199.5],[-139,-198.5],[-166,-224.5],[-122,-308.5]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":135,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-301.055]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-24,20.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[25.878,-22.104]],"v":[[-166,-140],[-171.5,-163],[-155,-160.5],[-169.5,-181.5],[-150.5,-178.5],[-166.5,-198.5],[-144,-194.5],[-166,-224.5],[-122,-308.5]],"c":false}]},{"i":{"x":0.833,"y":0.833},"o":{"x":0.167,"y":0.167},"n":"0p833_0p833_0p167_0p167","t":150,"s":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-24,20.5]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[25.878,-22.104]],"v":[[-166,-140],[-171.5,-163],[-155,-160.5],[-169.5,-181.5],[-150.5,-178.5],[-166.5,-198.5],[-144,-194.5],[-166,-224.5],[-122,-308.5]],"c":false}],"e":[{"i":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[-22.857,4.945]],"o":[[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[0,0],[22.857,-4.945]],"v":[[-166,-140],[-174.702,-158.95],[-153.151,-159.105],[-172.559,-179.298],[-150.055,-183.357],[-172.013,-206.197],[-145.311,-206.508],[-167.664,-228.046],[-104.857,-

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1.929 mesa-gbm 25.1.9-r0

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ERROR: unknown intrinsic in getSlotAddress %s/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.soSpvOpTensorLayoutSliceNV/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.sozink: Imagination proprietary driver w/o geometryShader is unsupported/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.soERROR: unknown intrinsic in getSlotAddress %s/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so

Found in path(s):
* /mesa-tar/mesa-25-1-9-r0-tar/usr/lib/gallium-pipe/pipe_nouveau.so
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*

/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so#version 320 es
/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760744_1761194782.922678/0/mesa-tar/mesa-25-1-9-r0-tar/usr/share/drirc.d/00-mesa-defaults.conf<?xml version="1.0" standalone="yes"?>

Found in path(s):
*

1.930 mesa 25.1.9-r0

1.930.1 Available under license :

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

/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so#version 320 es
/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/share/drirc.d/00-mesa-defaults.conf<?xml version="1.0" standalone="yes"?>

Found in path(s):
*
No license file was found, but licenses were detected in source scan.

ERROR: unknown intrinsic in getSlotAddress %s/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.soSpvOpTensorLayoutSliceNV/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.sozink: Imagination proprietary driver w/o geometryShader is unsupported/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.soERROR: unknown intrinsic in getSlotAddress %s/opt/cola/permits/2664760756_1761194737.1835043/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so

Found in path(s):
* /mesa-tar/mesa-25-1-9-r0-tar/usr/lib/gallium-pipe/pipe_nouveau.so

1.931 mesa-dri-gallium 25.1.9-r0

1.931.1 Available under license :

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/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*

/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so#version 320 es
/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so/*
/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/share/drirc.d/00-mesa-defaults.conf<?xml version="1.0" standalone="yes"?>

Found in path(s):
*
No license file was found, but licenses were detected in source scan.

ERROR: unknown intrinsic in getSlotAddress %s/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.soSpvOpTensorLayoutSliceNV/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.sozink: Imagination proprietary driver w/o geometryShader is unsupported/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.soERROR: unknown intrinsic in getSlotAddress %s/opt/cola/permits/2664760799_1761194779.2196178/0/mesa-tar/mesa-25-1-9-r0-tar/usr/lib/libgallium-25.1.9.so

Found in path(s):
* /mesa-tar/mesa-25-1-9-r0-tar/usr/lib/gallium-pipe/pipe_nouveau.so

1.932 libatk-1.0 2.56.5-r0

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That's all there is to it!

1.933 chromium 141.0.7390.54-r0

1.933.1 Available under license :

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

Found in path(s):
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* /chromium-win64-141-0-7390-123-r1509326-zip/chromium-win64-141.0.7390.123-r1509326/README.md

1.934 libatk-bridge-2.0 2.56.5-r0

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1.936 semver 7.7.3

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1.937 failureaccess 1.0.1

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1.938 alpine-base 3.22.2-r0

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1.939 alpine-release 3.22.2-r0

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1.940 shedlock-spring 5.12.0

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/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/annotation/EnableSchedulerLock.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/annotation/SchedulerLock.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/AbstractLockConfiguration.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/LockConfigurationExtractorConfiguration.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/LockingNotSupportedException.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/MethodProxyLockConfiguration.java/**

/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/MethodProxyScheduledLockAdvisor.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/RegisterDefaultTaskSchedulerPostProcessor.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/SchedulerLockConfigurationSelector.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/SchedulerProxyLockConfiguration.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/SchedulerProxyScheduledLockAdvisor.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/SpringLockConfigurationExtractor.java/**
/opt/cola/permits/2666653153_1759926890.3290617/0/shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/aop/StringToDurationConverter.java/**

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* /shedlock-spring-5-12-0-sources-jar/net/javacrumbs/shedlock/spring/ExtendedLockConfigurationExtractor.java

1.941 reactor-netty 1.2.8

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/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-

jar/reactor/netty/http/client/MicrometerHttpClientMetricsHandler.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/WebsocketClientSpec.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/logging/package-info.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/Http3Codec.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/Http3ServerOperations.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/NonSslRedirectHandler.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/ProxyProtocolSupportType.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/logging/AccessLogHandlerFactory.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/logging/error/package-info.java/*

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/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/Http11SslContextSpec.java/*
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/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/Http3SettingsSpec.java/*
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jar/reactor/netty/http/MicrometerHttpMetricsRecorder.java/*
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/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/ContextAwareHttpClientMetricsRecorder.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/FailedHttpClientRequest.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http2AllocationStrategy.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http2ConnectionProvider.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http2ConnectionProviderMeters.java/*
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/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http2WebsocketClientOperations.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http3ChannelInitializer.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http3ConnectionProvider.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http3Pool.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http3StreamBridgeClientHandler.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/HttpClient.java/*
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/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/AbstractHttpServerMetricsHandler.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/logging/AbstractAccessLogArgProvider.java/*
/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/logging/package-info.java/*
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/opt/cola/permits/2666653134_1761297097.8666768/0/reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/websocket/WebsocketInbound.java/*

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* import reactor.util.annotation.NonNullApi;
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* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/ContextAwareHttpMetricsRecorder.java

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